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DRAGON®

A Dungeons & Dragons® Roleplaying Game Supplement

DRAGON®

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ON THE COVER: *Chris Seaman illustrates multiclass heroes—a rogue/cleric, a fighter/wizard, and a barbarian/druid—in a life-and-death battle against a marilith and her carnage demon allies.*

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Pitch Perfect

By Steve Winter

The first *Dragon* and *Dungeon* submissions window of 2013 opens on April 1 and runs through May 31. That's exciting news for us, and it should be for you, too, especially if you've ever wanted to share your great ideas with D&D® fans around the world and get paid for your writing talent.

You can find all the pertinent instructions about where and how to send your pitches at the D&D website (http://www.wizards.com/dnd/Article.aspx?x=dnd/submissions).

The submission window is important, both to us and to you.

It's important to us because a high percentage of the articles published in *Dragon* and *Dungeon* come in over the transom. We dutifully wade through the rising slush pile in a hybrid state of wide-eyed eagerness and jaded cynicism fueled by megadoses of caffeine and vitamin B. I'll be honest here: The majority of the thousands of pitches we receive will be rejected—a fact of life that I expect holds true whether you work on *Dragon* and *Dungeon* or on *Harvard Book Review*. Some are badly written (we're looking for people who can write like pros, or at least like A students), some are too far beyond the pale (sailing ships as a playable race?), some are requests that we take an idea and write it ourselves (we'd love to, but our hands are full with publishing the magazines), and some are topics we're not interested in (we don't need new 4E classes or races, fiction, board games, monsters adapted from a popular anime series, or rules design for D&D Next).

But mixed in with the "No, thank yous" will be dozens of sparkling gems that grab our attention and make us say, "Wow, I'd love to read that article. Why hasn't anyone thought of this before?"

The pitching process is important for you because these articles are written by D&D players, for D&D players. Regular readers are accustomed to seeing some of the same names over and over in magazine bylines. That's not because we keep those writers on retainer or give them free rein to write whatever they want. It's because they send pitches. Sometimes they send lots of pitches. For every article we buy from one of our top writers, we've probably rejected three, or five, or even ten others.

In other words, motivation and persistence are just as important as creativity and basic writing skill.

But it all comes down to this: *Dragon* and *Dungeon* want your involvement. These magazines are about *your* ideas. The staff at Wizards of the Coast show up in these pages, too, and will continue to do so, but we want to give your contributions center stage and top billing.

To do that, we need your best pitches! So put on your +5 *thinking cap* and start honing your ideas for April and May.

In the meantime, enjoy this issue's descent into matters abyssal and elemental, plus a brief detour to Krynn. We haven't visited the land of Dragon Highlords and Towers of High Sorcery for ages. And the *Dragonlance*® enjoyment doesn't end this month; April will bring another bit of Krynn-related fun for you and an avalanche of article pitches for us.

Creature Incarnations:
Mephits

By David Flor and Jared Espley

Illustrations by Tony DiTerlizzi & Christopher Burdett

From the massive fields of ice to the rivers of molten rock, mephits are common in the Elemental Chaos. Born of the elements, mephits are the loyal servants of more powerful creatures and are always eager to please their masters, no matter what the task might be. When they are not serving a master, they gather in large groups, roaming free and coexisting with other similar mephits and elemental creatures.

Mephits either embody a single element, such as ice mephits (which are formed of water), or multiple elements, as is the case with magma mephits (which are formed of earth and fire). Regardless of the environment from which it hails, a mephit is a small humanoid creature about 4 to 5 feet tall with a very thin, weak-looking build. It has spindly wings and a small set of horns, giving it an impish appearance.

Their elemental characteristics set mephits apart from imps and devils. Each mephit is closely linked to the elements or environment in which it thrives. For example, ice mephits appear as if they have icicles hanging from their arms and wings, while magma mephits look as if they are made of molten stone. Some mephits, such as the mist and smoke varieties, are constantly surrounded by vapor and can become incorporeal or invisible almost at will, blending in to the air around them.

All mephits have some sort of breath weapon, which they use as a defensive mechanism when their enemies get too close. Mephits also have the ability to regenerate, but they cannot do so if they are in contact with an environment in opposition to their elemental nature.

Servants by Nature: Whenever powerful wizards or elemental creatures need something done that they would rather not do themselves, they perform a ritual and summon a mephit of an appropriate type from the Elemental Chaos to come to their assistance. Usually, these masters pick a mephit's type according to what they need from the creature. If they need to send a message across the Sea of Fire, they summon a magma mephit. On the other hand, if they need to protect a location deep within a polar icecap, they choose an ice mephit.

When mephits fulfill their obligation to their masters, they usually return to the Elemental Chaos. Occasionally, they might remain on the material plane in an atmosphere that they like and find comfortable. Small numbers of "liberated" mephits live in and around their native elements on the material plane, keeping themselves amused by toying with mortals while they await further instructions from their superiors.

Mischievous Attitude: Their general demeanor reflects a mischievous and vulgar tendency. If mephits have the opportunity to annoy others while fulfilling their assigned duties, they take great pleasure in being nuisances.

Much like elementals, mephits are typically unaligned. They're very impressionable and eager to please, though, and consequently their alignments

shift easily to better serve their masters. They are more inclined to serve evil masters than good ones, given their mischievous demeanor. Mephits that obey evil masters quickly become petty, vindictive miscreants that revel in the suffering of others. For example, when guarding an item or location, mephits position themselves within sight of a vicious trap or hazard so they have an unobstructed view of adventurers being hurt or killed as they approach.

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Air Mephit

Air mephits prefer to live in places where natural winds constantly blow, such as on mountaintops or along windy shores. They are small creatures whose upper halves are humanoid with wispy wings growing from their shoulder blades. They have no lower limbs, so their midsections seem to sprout from the top of small whirlwinds.

Air mephits are more skittish than many of their kin from the other elements. If pressed, they will fight, but they would rather avoid conflict altogether.

Air Mephit	**Level 3 Skirmisher**
Small elemental humanoid (air)	XP 150
HP 46; **Bloodied** 23	**Initiative** +6
AC 17, **Fortitude** 15, **Reflex** 16, **Will** 14	**Perception** +0
Speed 6, fly 6 (hover)	Darkvision
Immune lightning, poison	

Traits

Regeneration

The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. If the mephit starts its turn on the ground, its regeneration does not function that turn. When the mephit takes psychic damage, its regeneration does not function on its next turn.

Blurred Breeze

While flying to move, the mephit gains a +4 power bonus to all defenses.

Standard Actions

Claws ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d6 + 4 damage.

Air Blast ✦ Recharge ⚄ ⚅

Attack: Close blast 3 (creatures in the blast); +6 vs. Fortitude

Hit: 2d8 + 3 damage, and the mephit pushes the target up to 2 squares.

Skills Bluff +7

Str 8 (+0)	**Dex** 17 (+4)	**Wis** 8 (+0)
Con 14 (+3)	**Int** 8 (+0)	**Cha** 12 (+2)

Alignment unaligned **Languages** Common, Primordial

Dust Mephit

Dust mephits live in extremely arid and dusty areas, such as deserts or abandoned buildings that have not been cleaned in a long time. They have gray, rough skin and seem to secrete dust and grit as they move.

Dust mephits are particularly irritating creatures. When forced into combat, they are extremely persistent and do not retreat easily.

Dust Mephit	**Level 3 Controller**
Small elemental humanoid (air, earth)	XP 150
HP 44; **Bloodied** 22	**Initiative** +4
AC 17, **Fortitude** 14, **Reflex** 16, **Will** 15	**Perception** +1
Speed 6, fly 6	Darkvision
Immune fire, poison	

Traits

Regeneration

The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or psychic damage, its regeneration does not function on its next turn.

Standard Actions

Claws ✦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d6 + 4 damage, and the mephit can slide the target 1 square.

Blinding Cloud ✦ Recharge ⚄ ⚅

Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex

Hit: 1d8 + 4 damage, the target is blinded until the end of the mephit's next turn.

Minor Actions

Dust Cloud (zone) **✦ Encounter**

Effect: Close burst 1; the burst creates a zone of thick dust that lasts until the end of the mephit's next turn. The zone is lightly obscured.

Sustain Minor: The zone persists.

Skills Stealth +9

Str 13 (+2)	**Dex** 17 (+4)	**Wis** 11 (+1)
Con 12 (+2)	**Int** 8 (+0)	**Cha** 14 (+3)

Alignment unaligned **Languages** Common, Primordial

Earth Mephit

Earth mephits prefer to live in caverns far underground—the deeper and darker, the better. Their bodies have dwarf-like proportions but are hairless and have large misshapen wings.

Earth mephits tend to be less cruel than many of the other mephit types. They are curious about mortals, perhaps because they rarely see any in the remote places they call home.

Earth Mephit	**Level 3 Brute**
Small elemental humanoid (earth)	XP 150
HP 54; **Bloodied** 27	**Initiative** +1
AC 15, **Fortitude** 16, **Reflex** 14, **Will** 15	**Perception** +0
Speed 6 (earth walk), fly 6	Darkvision

Traits

Regeneration

The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. If the mephit starts its turn in the air, its regeneration does not function that turn. When the mephit takes psychic damage, its regeneration does not function on its next turn.

Standard Actions

Slam ✦ At-Will

Attack: Melee 1 or Melee 2 while Large (one creature); +8 vs. AC

Hit: 2d8 + 4 damage, or 2d10 + 9 damage while Large.

Earth Blast ✦ Recharge when first bloodied

Attack: Close blast 3 (creatures in the blast); +8 vs. AC

Hit: 2d10 + 3 damage, and the target falls prone.

Expand (polymorph) **✦ Recharge** ⚄ ⁞⁞

Effect: Until the end of its next turn, the mephit becomes Large, occupying 4 squares instead of 1. Any creatures in the mephit's new space are pushed into a space adjacent to the mephit.

Skills Bluff +8

Str 17 (+4)	**Dex** 10 (+1)	**Wis** 8 (+0)
Con 14 (+3)	**Int** 8 (+0)	**Cha** 14 (+3)

Alignment unaligned **Languages** Common, Primordial

Fire Mephit

Although fire mephits rarely live anywhere outside the Elemental Chaos, they can be found where conflagrations burn out of control—areas with forest fires, volcanic activity, or other sources of frequent natural flames. They have dull red skin streaked with black, and a halo of fire surrounds their thin and translucent wings.

They can be malicious when interacting with mortals. Indeed, fire mephits consider themselves superior to all non-fire creatures and delight in tormenting them.

Fire Mephit	**Level 3 Skirmisher**
Small elemental humanoid (fire)	XP 150
HP 46; **Bloodied** 23	**Initiative** +6
AC 17, **Fortitude** 14, **Reflex** 16, **Will** 15	**Perception** +0
Speed 6, fly 6	Darkvision
Immune fire	

Traits

Regeneration

The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or psychic damage, its regeneration does not function on its next turn.

Standard Actions

Claws (fire) **✦ At-Will**

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, it increases by 5 up to a maximum of 10.

Flame Blast (fire) **✦ Recharge** ⚄ ⁞⁞

Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex

Hit: 2d8 + 3 fire damage.

Move Actions

Dancing Flames ✦ At-Will

Effect: The mephit shifts up to half its speed.

Skills Bluff +8

Str 8 (+0)	**Dex** 17 (+4)	**Wis** 8 (+0)
Con 14 (+3)	**Int** 8 (+0)	**Cha** 14 (+3)

Alignment unaligned **Languages** Common, Primordial

Ice Mephit

Ice mephits are as cruel as they are cold, preferring to stay at a distance and jeer at other creatures as they struggle in the freezing places the mephits call home. They are the meanest of all the mephits, taking great pleasure in watching the suffering of others.

The body of these creatures can easily be mistaken for ice, since they are blue-white and freezing cold to the touch. Their small wings are so thin that they are almost transparent.

Ice Mephit	**Level 4 Artillery**
Small elemental humanoid (water)	XP 175
HP 44; **Bloodied** 22	**Initiative** +6
AC 18, **Fortitude** 15, **Reflex** 17, **Will** 16	**Perception** +2
Speed 6 (ice walk), fly 6	Darkvision
Immune cold	
Traits	
Regeneration	
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes fire or psychic damage, its regeneration does not function on its next turn.	
Standard Actions	
Claws (cold) ✦ **At-Will**	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d6 + 6 damage plus 1d6 cold damage, and the target cannot take actions until the start of its next turn.	
Frost Dagger (cold) ✦ **At-Will**	
Attack: Ranged 10 (one or two creatures); +9 vs. Reflex	
Hit: 1d6 + 6 cold damage.	
Freezing Blast (cold, zone) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close blast 3 (creatures in the blast); +7 vs. Reflex	
Hit: 1d8 + 4 cold damage, and ongoing 5 cold damage (save ends).	
Miss: Half damage.	
Effect: The blast creates a zone of icy ground that lasts until the end of the mephit's next turn. The zone is difficult terrain for creatures without ice walk.	
Skills Stealth +11	
Str 12 (+3) **Dex** 18 (+6) **Wis** 11 (+2)	
Con 14 (+4) **Int** 8 (+1) **Cha** 15 (+4)	
Alignment unaligned **Languages** Common, Primordial	

Magma Mephit

Magma or lava mephits originated from the seas of boiling lava and molten rock found throughout the Elemental Chaos. Legends claim that the Sea of Fire potentially contains tens of thousands of these creatures beneath its surface, moving through the magma as if it were water.

In the material world, they are frequently found in areas of high volcanic activity, such as around active volcanoes. Their bodies are made of glowing red magma and molten rock, and they radiate intense heat noticeable from several feet away.

Magma mephits are the least intelligent of all the mephits. They are dumb, lumbering brutes that seldom speak and that enjoy bashing things with their stony hands. When given a task by their masters, the orders are usually very simplistic and don't involve effort beyond standing in one spot and attacking anything that approaches. Asking a magma mephit to do anything beyond that would be futile and the order most likely ignored.

Magma Mephit	**Level 4 Lurker**
Small elemental humanoid (earth, fire)	XP 175
HP 48; **Bloodied** 24	**Initiative** +7
AC 18, **Fortitude** 17, **Reflex** 15, **Will** 16	**Perception** +3
Speed 6	Darkvision
Immune fire, poison	
Traits	
Regeneration	
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or psychic damage, its regeneration does not function on its next turn.	
Standard Actions	
Slam (fire) ✦ **At-Will**	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 1d10 + 6 damage plus 1d10 fire damage.	
Molten Blast (fire) ✦ **Recharge** when the mephit uses *magma form*	
Attack: Close blast 3 (creatures in the blast); +7 vs. Reflex	
Hit: 2d6 + 6 fire damage, and ongoing 5 fire damage (save ends).	
Miss: Half damage.	
Magma Form (fire, poison, polymorph) ✦ **At-Will**	
Effect: The mephit takes the shape of a Large pool of magma, occupying 4 squares instead of 1, until the mephit ends the effect as a minor action. While the mephit is in this form, the mephit cannot attack. If squeezing in this form, the mephit moves at full speed rather than half speed, and the mephit does not grant combat advantage for squeezing. While the mephit is in this form, it can enter occupied spaces and creatures can enter its space. A creature that starts its turn in the mephit's space takes 2d6 fire and poison damage.	
Skills Stealth +8	
Str 14 (+4) **Dex** 12 (+3) **Wis** 12 (+3)	
Con 18 (+6) **Int** 6 (+0) **Cha** 14 (+4)	
Alignment unaligned **Languages** Common, Primordial	

Mist Mephit

Mist mephits are an offshoot of steam mephits that prefer cooler climates in the material world, such as swamps and marshes that generate thick fog. They have gray-white bodies that constantly secrete mist from their skin, covering the mephits in a thin layer from head to toe. Their bodies sometimes look translucent, and they have the ability to become insubstantial and blend in to the haze that surrounds them.

Mist mephits are quite shy, preferring to stay at a distance and remain hidden in the darkness.

Mist Mephit	**Level 3 Skirmisher**
Small elemental humanoid (air, water)	XP 150
HP 45; **Bloodied** 22	**Initiative** +6
AC 17, **Fortitude** 15, **Reflex** 16, **Will** 14	**Perception** +2
Speed 6, fly 6 (hover)	Darkvision
Immune poison	
Traits	
Regeneration	
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes fire or psychic damage, its regeneration does not function on its next turn.	
Standard Actions	
Claws ✦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
Choking Mist (poison, zone) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex	
Hit: 2d6 + 4 poison damage.	
Miss: Half damage.	
Effect: The blast creates a zone of mist that lasts until the end of the mephit's next turn. The zone is lightly obscured, and the mephit gains a +2 bonus to all defenses while in the zone.	
Mist Form (polymorph) ✦ **Encounter**	
Effect: The mephit becomes insubstantial until the end of its next turn. If squeezing in this form, the mephit moves at full speed rather than half speed, and it doesn't grant combat advantage for squeezing.	
Sustain Standard: The effect persists until the end of the mephit's next turn.	
Skills Stealth +9	
Str 10 (+1) **Dex** 17 (+4) **Wis** 12 (+2)	
Con 13 (+2) **Int** 9 (+0) **Cha** 10 (+1)	
Alignment unaligned **Languages** Common, Primordial	

Steam Mephit

Steam mephits inhabit areas of intense heat that also generate a high level of steam and geothermal activity, such as a lava flow pouring into the ocean or among naturally occurring steam geysers and hot springs. They are gray in color and constantly drip scalding hot water from every part of their bodies.

Steam mephits are bossy, overconfident, and impetuous. They enjoy combat against creatures that they feel are inferior, even if that assessment is in error. They hide among nearby clouds while waiting for the right time to attack. Due to their oversized egos and their need to show they are superior to all other mephits, they rush in to battle at the first opportunity they have.

Steam Mephit	**Level 4 Lurker**
Small elemental humanoid (air, fire, water)	XP 175
HP 43; **Bloodied** 21	**Initiative** +10
AC 18, **Fortitude** 15, **Reflex** 17, **Will** 16	**Perception** +2
Speed 6, fly 6 (hover)	Darkvision
Immune fire	
Traits	
Regeneration	
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or psychic damage, its regeneration does not function on its next turn.	
Standard Actions	
Claw ✦ At-Will	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 4 damage plus 1d8 damage if the target cannot see the mephit.	
Boiling Jet (fire) ✦ **At-Will**	
Attack: Ranged 5 (one creature); +7 vs. Reflex	
Hit: 1d6 + 5 damage, and ongoing 5 fire damage (save ends).	
Boiling Rain (fire) ✦ **Recharge** ⚄ ⁞⁞	
Attack: Area burst 1 within 10 (creatures in the burst); +7 vs. Reflex	
Hit: 1d8 + 4 fire damage, and ongoing 5 fire damage (save ends).	
Miss: Half damage.	
Minor Actions	
Dissipate ✦ Recharge when the mephit misses with a melee attack	
Effect: The steam mephit becomes invisible until the end of the next turn or until it hits or misses with an attack.	
Skills Stealth +11	
Str 11 (+2) **Dex** 18 (+6) **Wis** 11 (+2)	
Con 13 (+3) **Int** 8 (+1) **Cha** 15 (+4)	
Alignment unaligned **Languages** Common, Primordial	

Water Mephit

Water mephits live anywhere there is abundant water—from a lake or river to the ocean depths—though they prefer to inhabit waters that are part of thriving ecosystems. They are covered with scales and have large bulbous eyes and finlike wings.

Most creatures find water mephits to be annoyingly cheerful. These mephits enjoy playing with other living creatures—splashing them, using *water blast* to create unexpected currents, and generally making well-meaning nuisances of themselves.

Water Mephit	**Level 3 Controller**
Small elemental humanoid (aquatic)	XP 150
HP 46; **Bloodied** 23	**Initiative** +1
AC 17, **Fortitude** 16, **Reflex** 14, **Will** 15	**Perception** +0
Speed 6, fly 6, swim 6	
Immune acid	
Traits	
Regeneration	
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or fire damage, its regeneration does not function on its next turn.	
Standard Actions	
Claws ✦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage.	
Acid Breath (acid, zone) **✦ Recharge** ⚄ ⁞⁞	
Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex	
Hit: 1d6 + 3 acid damage.	
Miss: Half damage.	
Effect: The blast creates a zone that lasts until the end of the encounter or until the mephit uses this power again. The zone is lightly obscured, and a creature that ends its turn in the zone takes 5 acid damage.	
Minor Actions	
Water Blast ✦ At-Will	
Attack: Close blast 3 (creatures in the blast); +6 vs. Fortitude	
Hit: The mephit slides the target up to 2 squares.	
Miss: The mephit can push the target 1 square.	
Skills Bluff +8	
Str 17 (+4) **Dex** 10 (+1) **Wis** 8 (+0)	
Con 14 (+3) **Int** 8 (+0) **Cha** 14 (+3)	
Alignment unaligned **Languages** Common, Primordial	

About the Authors

David Flor has been a software engineer and game designer in Miami, Florida, for close to 30 years. Recently he has made the move from video game and alternate reality game design to developing campaigns and accessories for Dungeons & Dragons 4th Edition through his own company, Darklight Interactive. And he knows better than to fight the gazebo alone.

Jared Espley wrote the Dark Sun® adventure *Beneath the Dust*, which appeared in *Dungeon* 187. He studies plasma physics in his day job as a scientist for NASA. He tried to slip a plasma elemental into this article, but he was caught. Perhaps he can slip a grue into his next science paper instead.

Lords of Chaos: Cryonax

By Michael E. Shea

Illustration by Julie Dillon

Forged from the coldest formations of raw chaos and the demonic embrace of the Abyss, Cryonax represents one of the most mysterious and powerful forces in the Elemental Chaos. As a being that exists outside the four primary elemental forces of fire, earth, air, and water, Cryonax is not bound by their struggles for power or contained by the equal yet opposite forces of

THE ELEMENTAL PRINCES OF EVIL

You can find more information about the Elemental Chaos and the powers bound there in the *Heroes of the Elemental Chaos*™ sourcebook. This article works in concert with the classes and themes in that book. You can find more information on the elemental princes of evil Ogrémoch and Imix in *Monster Manual*® 3, and the "Lords of Chaos" article in *Dungeon* 199 covers the princes Yan-C-Bin and Olhydra.

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the gods of law and order who keep the other elemental princes in check.

The call of the Elder Elemental Eye stirs the Prince of Elemental Cold as much as the other elemental princes of evil. The only forces keeping his desires in check are the massive adamantine chains binding him to his glacier in the Teeth of Lormoch.

In the mortal world, wild hordes of cannibals in the icy wastes of the north hear the roaring call of their patron. They call to Cryonax, performing rituals and sacrifices to tap into his power. Every dark rite they perform brings the cold lord one step closer to freedom and eternal power.

Cryonax

Chained for countless millennia in the depths of the Elemental Chaos, the elemental prince Cryonax nevertheless grows stronger as the eons pass. He feeds off the raw energy of chaos that surrounds him, and he revels in the knowledge that one day he will consume the power of the Elder Elemental Eye and use it to bend all of creation to his desires.

Cryonax appears as a twisted amalgamation of demon and elemental. His body and head appear as a huge yeti. Instead of arms, four muscled tentacles erupt from his shoulders. Around him swirls a massive storm of ice that threatens to shred any mortal being who attempts to draw close.

The adamantine chains that bind Cryonax to his lair grow weak, giving Cryonax freedom over the icy plateau upon which he resides.

Cryonax **Level 34 Solo Brute**
Huge elemental humanoid (cold, primordial) XP 195,000

HP 1,248; **Bloodied** 624 **Initiative** +23
AC 46, **Fortitude** 48, **Reflex** 44, **Will** 46 **Perception** +27
Speed 8 Darkvision, blindsight
Immune cold; **Vulnerable** 10 fire
Saving Throws +5; **Action Points** 3

Traits

Shardstorm (cold, thunder) ✦ **Aura** 30
This aura is inactive within 10 squares of Cryonax. The active aura is difficult terrain and heavily obscured. Any enemy that ends its turn in the active aura takes 25 cold and thunder damage and, if flying, falls prone.

Cold Absorption (healing)
If Cryonax would take cold damage, he instead regains a number of hit points equal to that damage.

Elemental Footing
Cryonax ignores difficult terrain. If an attack would knock Cryonax prone, he can make a saving throw to avoid falling prone.

Epic Resilience
If Cryonax is dazed, dominated, petrified, stunned, or weakened, or knocked unconscious with 1 hit point or more remaining, he ignores the effects of the condition and instead grants combat advantage and gains vulnerable 10 to all damage for the condition's duration.

Frostbrittle
If an enemy adjacent to Cryonax hits him with a melee attack, that enemy grants combat advantage and gains vulnerable 10 to all damage until the end of that enemy's next turn.

Threatening Reach
Cryonax can make opportunity attacks against enemies within 5 squares of him.

Standard Actions

Tentacle ✦ **At-Will**
Attack: Melee 5 (one creature); +39 vs. AC
Hit: 4d10 + 28 damage.

Spit Black Frost (cold, necrotic, zone) ✦ **At-Will**
Attack: Ranged 10 (one creature, or two creatures when Cryonax is bloodied); +39 vs. AC
Hit: 3d10 + 28 cold and necrotic damage.
Effect: Until the end of Cryonax's next turn, the attack creates a zone in a close burst 1 around the target's square. Squares within the zone are lightly obscured. Any creature that ends its turn in the zone takes 25 cold and necrotic damage.

Cryonax's Fury ✦ **At-Will**
Effect: Cryonax makes five basic attacks.

Breath of Chill Death (cold, necrotic) ✦ **Recharge** when first bloodied
Attack: Close blast 5 (enemies in the blast); +37 vs. Fortitude
Hit: 10d6 + 28 cold and necrotic damage, and the target is slowed and weakened (save ends both).
First Failed Saving Throw: The target drops to 0 hit points.
Miss: Half damage.

Move Actions

Primordial Charge ✦ **Recharge** when first bloodied
Effect: Any effect that renders Cryonax slowed, immobilized, or restrained ends, and he moves up to his speed. Each time Cryonax comes within 5 squares of an enemy for the first time during the move, he uses *tentacle* against that enemy.

Str 33 (+28)	**Dex** 22 (+23)	**Wis** 30 (+27)
Con 32 (+28)	**Int** 20 (+22)	**Cha** 24 (+24)

Alignment chaotic evil **Languages** Common, Primordial

Lore

Arcana DC 32: As the Elemental Prince of Ice, Cryonax has no specific opposing force keeping him in check. A being birthed of the evil of the Abyss and the raw elements of chaos, Cryonax seeks the ultimate power of the Elder Elemental Eye. The rage of Cryonax fuels a storm of splintered ice that surrounds him, tearing at the prison the gods bound him to during the Dawn War.

Cryonax's servants, beings of cold and ice, work to break their master free. They hammer away at the chains that bind him, performing rituals and sacrifices to shatter his bonds. His intelligent servants seek lost Dawn War lore to end his imprisonment.

Encounters

Cryonax fights his imprisonment in a fury of chaotic violence. A series of sundering rifts surround the platform upon which he is imprisoned, making movement around the glacier challenging. When approaching Cryonax, combatants see only the swirling storm 150 feet out from the Prince of Elemental Cold. The storms make it impossible to fly toward Cryonax. Any creature that attempts to fly into the storm is smashed to the ground, taking falling damage and possibly damage from the prince's aura.

Cryonax in Combat

The swirling storm of chaos that surrounds Cryonax protects the prince from nearly all outside influence, including physical and magical attacks. Those who penetrate his storm are shredded by shards of razor-sharp ice. In melee, Cryonax attacks with his powerful tentacles to shred his opponents.

Cryonax's most devastating attack is his *breath of chill death*, a reflection of his Abyssal nature. This breath surrounds his opponents, encasing them in a life-draining ice. If they fail to break free, the ice draws the life from their bodies.

Contact with Cryonax's skin sends a great chill through his attackers, slowing their reactions and weakening their defenses.

The Teeth of Lormoch

At the end of the Dawn War, the gods shackled Cryonax to the glacier in the mountain range of the Teeth of Lormoch. The mountains are steep crags of black rock piercing out of the ice. Numerous chambers and chasms lie below them, with deep fissures exposing them to the outside.

In the heart of the glacier is the first temple to Cryonax. The temple, completely formed from black ice, surrounds a pool of blood formed of drips from Cryonax's wounds. In the depths of this pool is a portal leading to the mortal world. There, mixed with the ancient ice of Cryonax's glacier, the blood provides power to the prince's mortal followers.

A half-fiend frost titan priest known as Agrendon Rimehammer leads Cryonax's most devout followers, including a cadre of demon-blooded frost titans and ice elementals. Though he seldom leaves the temple, Agrendon serves Cryonax's interests with those who seek Cryonax's power, bargaining in return for the elemental prince's release.

Cryonax's Chains

Cryonax is bound between two spires of the Teeth of Lormoch with adamantine chains, each link of which towers over a human. These massive chains challenge both his enemies and his allies. Since his prison is infused with the power of the gods, the elemental prince cannot be killed as long as he remains bound by these chains. Destroying them, however, means releasing the Cryonax into the cosmos. Cryonax's followers spend their lives trying to find a way to break him free of the chains without sacrificing his invulnerability in the process.

Cryonax's Blood

Within his chest, the heart of Cryonax pushes blood colder than the deepest reaches of the Far Realm. The chains that bind Cryonax's upper body create deep wounds that continually drip the elemental prince's blood to the ground below. Each drop of this raw lifeblood is said to reach temperatures so cold it could freeze the blood of the gods themselves. Mixed with the icy runoff of the glacier at his feet, this blood can empower mortals with a touch of his strength.

The Wizards of Blackheart

Piercing out of the Teeth of Lormoch, a hollowed-out spire of ice and obsidian serves as the lair of three liches known as the Wizards of Blackheart. Within this tower, the three liches store and study artifacts of the Dawn War and command Cryonax's agents.

The tower contains priceless artifacts captured across the cosmos over thousands of years and held within the tower's upper chambers. The liches fortified the tower with powerful arcane magic preventing scrying and teleportation into or within the chambers by anyone other than the three wizard-liches.

A fallen knight of Bahamut, now a death knight, and his dracolich mount rule over the lowest levels of the tower, commanding a legion of fallen soldiers of the Dawn War that have been twisted into undead.

The summoning and scrying chambers of the liches take up the middle floors of the tower. Guardian demons and bound devils defend these chambers and serve as eyes and ears across the planes.

The libraries and storerooms for the Dawn War artifacts make up the upper reaches of the tower. There the three liches continue their research to find the artifacts capable of releasing their master. Arcane-infused golems, magical constructs, and deadly traps defend these chambers against those few foolhardy enough to breach the tower's defenses.

Sundering Rifts

Throughout the Teeth of Lormoch, rifts expose the energy of the Abyss to the cold of the lowest reaches of the Elemental Chaos. Creatures that stand on or near these chaotic rifts might be twisted mentally or physically. Sundering rifts usually fill 4 squares.

Effect: A sundering rift potentially affects a creature that ends its turn on or within 1 square of the rift. Roll 1d8 to determine the results.

1–4: No effect.

5: The creature takes 5 cold and necrotic damage per tier and is blinded until the end of its next turn.

6: The creature takes 10 cold damage per tier and is slowed until the end of its next turn.

7: Until the end of its next turn, the creature takes a –2 penalty to defenses and has vulnerable 5 to all damage per tier.

8: As a free action, the creature moves up to its speed toward its nearest ally and attacks that ally with an at-will attack.

The Frostblood Cult

In the uncharted reaches of northern mountains, a cult of blue-skinned humans known as the Frostbloods pay homage, with blood and sacrifice, to their chained lord Cryonax. Few civilized people know of this cult. Only the wild folk who live on the borders of civilization and the wild north know of the existence of the Frostblood cult. Even among the wild barbarians and uncivilized tribes of the north, the Frostbloods are shunned and condemned as cannibals and monsters.

No one knows how many Frostblood cultists exist. Their organization is broken up into separate tribes that roam the frozen wastes. Their tribes are mostly nomadic, traveling in groups of eighteen to thirty.

The Blood of Frost: Born human, Frostbloods must undergo three rituals at different points in their lives to become Frostbloods. Each of these rituals proves fatal to half of those who undergo it, thus keeping the total number of adult Frostbloods low. During the first ritual, a drop of Cryonax's blood, diluted through its transfer between the Elemental Chaos and the mortal world, is fed to a child of four years. If the child survives, it ingests another larger amount of the blood at age twelve. Finally, at age seventeen, the young adult is given the final largest dose of the black liquid. This infuses the new Frostblood with terrible visions of the chained lord, Cryonax, atop his plateau in the swirling storms of chaos. It also gives the Frostblood a touch of his power and turns the young adult's skin blue. The newcomer's blood grows as cold as ice, and his or her body is brought to the edge of death. A candidate who survives this final transformation awakens as a member of the Frostblood cult.

Feeders of Flesh: The northern tribes are right to fear and shun the Frostbloods. Any humanoids captured by the Frostbloods are designated either as sacrifices to Cryonax or as food. The Frostbloods consider themselves beyond mortality and ingest the fresh warm blood and flesh of their mortal victims. Horrid tales spread among the northern tribes tell of large herds of captured slaves held by multiple Frostblood warbands as a surplus of food for the tribes.

Beings of Ritual: The Frostbloods revere Cryonax. They believe the ingestion of the blood of Cryonax is necessary, and they slaughter any who dare speak against the ritual.

The Trials: Disagreements between members of the Frostblood often leads to the tribes' only form of justice: the Trial. When two members of the tribe or two tribal leaders feud over a topic, they are both placed in a ring infused with the glyphs of winter to battle one another. The victor in this battle opens up the chest of the fallen and devours the defeated opponent's heart. Frostblood witches often reanimate the victim as a zombie shambler to serve the victor until the victor's own death.

The Frostblood Cult in the Nentir Vale

The Frostblood cult can work alongside the Tigerclaw Barbarians and frost witches found in *Monster Vault™ 2: Threats to the Nentir Vale™*. In a Nentir Vale campaign, the ties between the Frostbloods, the frost witches, and the Tigerclaws create interesting conflicts and possibilities to challenge the characters.

Frostblood Oracle

Some female members of the Frostbloods find their spiritual vision extended beyond the visions of Cryonax. These females become oracles of the tribe. They speak with the voice of Cryonax and oversee the rituals and cannibalistic sacrifices conducted in the Elemental Prince's name. These oracles appear as old, blue-skinned human women, with thin hair hanging down their back. They wear thick robes of animal fur and humanoid skin.

Frostblood Oracle	**Level 13 Controller**
Medium natural humanoid, human	XP 800
HP 124; **Bloodied** 62	**Initiative** +9
AC 27, **Fortitude** 23, **Reflex** 25, **Will** 27	**Perception** +10
Speed 6 (ice walk)	
Resist 10 cold	
Standard Actions	
Ice Whip (cold) ✦ **At-Will**	
Attack: Melee 2 (one creature); +18 vs. AC	
Hit: 3d6 + 9 cold damage, and the target is slowed until the end of the oracle's next turn.	
Frostbrittle Spear (cold, force) ✦ **At-Will**	
Attack: Ranged 10 (one creature); +16 vs. Reflex	
Hit: 2d8 + 6 cold and force damage, and the target grants combat advantage and has vulnerable 5 to all damage until the end of the oracle's next turn.	
Cryonax's Storm (cold, thunder, zone) ✦ **Encounter**	
Attack: Close burst 2 (enemies in the burst); +16 vs. Fortitude	
Hit: 3d6 + 15 cold and thunder damage, and the target is blinded (save ends).	
Miss: Half damage.	
Effect: The burst creates a zone that is difficult terrain and heavily obscured to enemies until the end of the oracle's next turn.	
Triggered Actions	
Prescience ✦ **At-Will**	
Trigger: An enemy makes a ranged attack against the oracle.	
Effect (Immediate Interrupt): The triggering enemy must make the attack roll twice and use the lower result.	
Skills Arcana +17, Religion +17	
Str 10 (+6) **Dex** 16 (+9) **Wis** 18 (+10)	
Con 12 (+7) **Int** 23 (+12) **Cha** 20 (+11)	
Alignment evil **Languages** Common, Primordial	
Equipment hide armor, whip	

Frostblood Icelord

Commanders of the Frostblood clan reach their position by slaughtering enemies of the cult and personal rivals. The line of succession of a Frostblood icelord is forged in the death of previous lords, not lineage. To become a Frostblood icelord, a warrior must have devoured the hearts of the mightiest fallen members of the tribe. Frostblood icelords appear as large muscled humans with blue skin and intricate tattoos painted by the oracles of the tribes.

Frostblood Icelord **Level 15 Brute (Leader)**
Medium natural humanoid, human XP 1,200

HP 183; **Bloodied** 91 **Initiative** +10
AC 27, **Fortitude** 29, **Reflex** 25, **Will** 27 **Perception** +9
Speed 6 (ice walk)
Resist 10 cold; **Vulnerable** 5 fire

Standard Actions

⊕ **Greataxe** ✦ **At-Will**
Attack: Melee 1 (one creature); +20 vs. AC
Hit: 2d12 + 15 damage.

✧ **Roar of Cryonax** (cold, fear, psychic) ✦ **Recharge** when first bloodied
Attack: Close blast 5 (enemies in the blast); +18 vs. Will
Hit: 3d6 + 13 cold and psychic damage, and the target falls prone.
Miss: Half damage.

Triggered Actions

✧ **Brutal Exultation** (fear) ✦ **At-Will**
Trigger: The icelord drops a creature to 0 hit points or scores a critical hit.
Attack (Free Action): Close burst 5 (enemies in the burst); +18 vs. Will
Hit: As a free action, the target moves its speed away from the icelord.
Effect: Each ally in the burst gains a +5 power bonus to damage rolls until the end of the icelord's next turn.

Skills Athletics +17, Endurance +18

Str 21 (+12)	**Dex** 16 (+10)	**Wis** 15 (+9)
Con 23 (+13)	**Int** 8 (+6)	**Cha** 20 (+12)

Alignment evil **Languages** Common
Equipment hide armor, greataxe

The Roaming Camps

Frostblood cultists travel in warbands of eighteen to thirty members. These bands usually reside in four or five small burrows buried beneath icy drifts. Their disdain for any sort of fire makes them very difficult to spot, although some icelords use fire as a way to bait traps. When they aren't hiding, Frostblood cultists hang the eviscerated corpses of partially devoured victims from large x-shaped racks around their camp to warn away potential threats. Each of these roaming camps usually contains one icelord and one oracle along with a contingent of warriors, berserkers, and children.

The Throne of Ice

In the farthest reaches of the icy tundra resides a fortress of ancient ice formed by a coven of Frostblood oracles on behalf of their Frostblood warchief. Known as the Throne of Ice, this fortress has served the Frostbloods through fourteen different warchiefs.

Numerous catacombs rest below the fortress in which the Frostbloods lay to rest the bodies of previous warchiefs, icelords, and other heroes of the Frostbloods. Animated by Frostblood oracles, some of the spirits and corpses of these heroes still lurk in the icy chambers below, protecting the remains and executing those who dare to intrude on this sacred ground.

A powerful warchief named Darkmountain currently holds the throne. One to two hundred Frostblood warriors along with an equal number of mates, children, and slaves reside in the fortress.

FILLING OUT THE FROSTBLOOD RANKS

This article contains two types of Frostblood cultists. You can skin numerous other humanoids to fill out your Frostblood encounters. The githyanki in the *Monster Vault* make excellent additional cultists. Convert their psychic attacks to cold attacks, and you instantly create a dangerous band of blue-skinned hunters.

The Blue Deeps

Buried under a glacier that split apart two huge mountains lies a crevasse that burrows miles deep beneath the earth. Down in this crevasse sits an oily black pool regarded as a sacred and holy place to the Frostbloods. This liquid drips from a rift in the glacier above leading to the Elemental Chaos. Cryonax's blood drips from the rift into the pool, diluted by the runoff of the glacier. The liquid of this pool gives the Frostbloods their power and identity.

The Frostbloods revere this pool as the essence of Cryonax that pours from his wounds as he struggles atop his plateau of ice. Each drop they ingest gives mortals a touch of Cryonax's power if they survive the ritual.

A band of frost giants loyal to the Elemental Prince of Cold protects these chambers, along with their ice archon companions. These guardians accept the presence and worship of human Frostbloods who arrive on pilgrimage to these chambers.

An ancient white dragon, once the loyal companion of Cryonax but now banished to the mortal world, guards this pool as it has done for three thousand years. Those loyal to Cryonax might depart with a small amount of the black liquid. All others suffer the dragon's wrath.

Cryonax Campaign Arcs

You can weave the story of the Frostbloods and their lord Cryonax into your campaign either as a primary or secondary story arc throughout all three tiers of play.

Heroic Tier: Ice and Darkness

This arc begins when frontier farms and logging villages along the northern borders of civilization call for adventurers to defend them from attacks by barbarians of the north. The adventurers respond to these attacks either through direct confrontation with the barbarians or investigation. The party might learn that the most brutal attacks come from a distinct sect of renegade cultists who worship Cryonax.

The party can either continue their confrontation with the barbarians or seek a delicate alliance with the barbarians against the renegades who threaten both the larger barbarian tribe and the civilized settlers of the north. They find that a blue-skinned witch, a Frostblood oracle, leads the renegades.

During the conclusion of this arc, the characters might ally with the barbarians or a small army of civilized northerners to root out the renegades and their Frostblood leader.

With the renegades defeated, the characters discover that the Frostblood people, a race of blue-skinned warriors of the deepest north, are amassing an army to invade the barbarian tribes and the civilizations of the north.

Paragon Tier: The Frozen Wastes

The party soon learns the legends of the Frostblood cultists, cold-blooded cannibals who enslave and devour those who dare to wander too far north. Seeking to learn more, the characters track down a Frostblood raiding party and face these foes head on.

Soon thereafter, the characters learn of and face a large Frostblood slaving caravan bringing hundreds of slaves north to the growing army of Frostbloods surrounding the Throne of Ice. It is possible that missing allies of the characters reside among these slave herds.

The characters head north to the Throne of Ice to face the warchief of the Frostbloods and behead the army that threatens the area. A series of battles based on either direct conflict or subterfuge takes place at the Throne of Ice, where the characters face powerful Frostblood cultists, oracles, and Warchief Darkmountain.

They learn that a coven of Frostblood oracles traveled to the Blue Deeps, an unholy rift to the Elemental Chaos. There the characters battle the frost giants and ice archons that defend the black pool of Cryonax's blood. Finally, they face the Frostblood oracles and the white dragon guardian before destroying the pool that fuels the cold blood of the Frostblood cultists.

Epic Tier: The Blizzard King

During the final arc of the campaign, the party steps into the reaches of the Astral Sea and the Elemental Chaos. They learn of the Wizards of Blackheart who seek to release Cryonax from his bonds. Dozens of agents of the Wizards of Blackheart scour the multiverse, looking for the artifacts the gods once used to bind Cryonax. This group plans to use these artifacts to unbind their master and give him both freedom and eternal power.

The characters begin a race against these agents, hunting down artifacts in the Dawn War ruins of the Astral Sea, the floating cities and million-year-old caverns of the Elemental Chaos, the scorching lands of the Nine Hells, and the depths of the Abyss. For each item the characters recover, the agents of Blackheart recover another. When all items have been recovered, the characters must face the guardians of the Wizards of Blackheart in the Teeth of Lormoch.

With all of the artifacts in their possession, the characters face a dangerous choice. The bonds of Cryonax have already weakened greatly and might soon shatter. The characters could use the artifacts to rebind Cryonax, chaining him once again to his mountains and granting him immortality. Or they could use the artifacts to break Cryonax's chains and defeat the primordial monster forever. Whichever path they choose has everlasting effects on the multiverse.

Monster Theme Powers

Worship of Cryonax grants his followers powers beyond those of ordinary creatures. The following theme powers are available to creatures loyal to Cryonax.

Bitter Strike

Physically powerful followers of Cryonax gain the ability to perform a *bitter strike*. When they call upon their patron, their claws or weapons become surrounded in a swirling blue-white aura. When they use this weapon on their foes, it chills their victims to the bone and freezes them in place. This power works best for brutes, soldiers, and skirmishers.

Triggered Actions

Bitter Strike (cold) ✦ **Recharge** when first bloodied

Trigger: This creature hits with a melee attack.

Effect (Free Action): The attack deals 5 extra cold damage per tier. The target is also immobilized until the end of this creature's next turn.

Breath of Chill Death

Some servants of Cryonax gain the elemental prince's ability to breathe a cloud of life-draining cold. Enemies of these creatures might hear them whispering in the strange deep voice of the elemental prince before they exhale a rush of black mist that steals the life from their enemies.

Standard Actions

Breath of Chill Death ✦ Encounter

Attack: Close burst 5 (enemies in the burst); level + 3 vs. Fortitude

Hit: The target loses a healing surge, and the target is slowed and weakened (save ends both).

Cryonax's Cloak

This power surrounds the creature in a swirling storm of wind and ice that does not harm the creature or its allies but can shred its enemies' flesh from bone. This power works best for controllers, leaders, or artillery.

Traits

Cryonax's Cloak (cold, thunder) ✦ **Aura** 3

Any enemy that ends its turn in the aura takes 5 cold and thunder damage per tier and grants combat advantage until the end of its next turn. The aura is lightly obscured to enemies.

About the Author

Mike Shea is the webmaster of SlyFlourish.com, a site focused on building the better 4th Edition Dungeon Master, and the author of Sly Flourish's Dungeon Master Tips and Sly Flourish's Running Epic Tier D&D Games. Mike lives in northern Virginia with his wife, Michelle, and his dire-warg, Jebu.

Bazaar of the Bizarre: Legendary Items of Krynn

By Daniel Helmick

Illustration by Claudio Pozas

During the turbulent period known eventually as the Fourth Age, the gods of the realm removed themselves from the affairs of the mortal races after a great Cataclysm that devastated the landscape of Krynn. This event destroyed Krynn's civilized lands and threw the entire world into chaos.

After an absence of more than 300 years, the dark goddess Takhisis rose to prominence and threatened the world with a vast, seemingly unstoppable army that boasted mighty dragons in its vanguard. City after city fell to the onslaught of the goddess's minions. The mortal races marshaled troops to fight against the encroaching wave of conquest, but the terrible presence of the dragons paralyzed the defenders with fear. More often than not, the armies of Takhisis slaughtered their foes to a man, and more and more flocked to the banners of the Dark Queen. Thus was the Fourth Age of Krynn dubbed the Age of Despair.

The turn of the tide came unexpectedly and in the most inauspicious of locations: an inn, built in the boughs of a mighty vallenwood tree. A group of friends and adventuring companions had pledged an oath to meet there after going their separate ways to discover more about the evil plaguing the land. At the appointed time, the knightly Sturm Brightblade entered the Inn of the Last Home in the company of two barbarians of the Plains—one of whom held the hope of the future and the return of the gods, quite literally, in her hands. These few adventurers, born from humble origins, would come to be known as the Heroes of the Lance.

Although rarities are assigned to all the items in this article, each of them except the dragonlance is unique.

Brightblade

In the dark times following the Cataclysm, the once-admired Knights of Solamnia fell into great disfavor among their people. Monsters—fell creatures awakened by the fury of the gods' assault—had overrun Solamnia. The Knights of Solamnia fought against these creatures of darkness, but without the blessings of their patron gods, Paladine and Kiri-Jolith, they could not help but falter. In time, the people of Solamnia lost faith in the Solamnic orders and even came to blame the Cataclysm on the knights.

Born to a long and illustrious legacy of knighthood, the young cadet Sturm Brightblade—son of Angriff Brightblade—was sent with his mother to the distant town of Solace during a particularly dangerous time. Starved and destitute, the peasants of the

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Brightblades' lands had gone mad and were threatening open revolt. Sturm carried himself as a knight, adhering to the chivalric Code and the Measure, and growing the symbolic mustaches of the Knights of Solamnia, despite the scorn these practices often earned him. Sturm returned to his childhood home years later to find it burned and his father missing. He received his father's armor and the sword *Brightblade* as his birthright before returning to Solace.

Crafted by dwarves and presented to Berthal Brightblade two millennia before the War of the Lance, *Brightblade* is the ancestral sword of the famed Brightblade family of Solamnic Knights. Members of this family have wielded the sword for hundreds of years, generation after generation. According to legend, *Brightblade* is invulnerable to harm as long as its wielder stays true to the code. The Oath of the Knights of Solamnia (*Est Sularis Oth Mithas,* or "*My honor is my life.*") exemplifies that code for the Brightblade clan.

Brightblade Level 15 Rare

This splendid sword, crafted in the old dwarven style, is as deadly and beautiful as when it was first forged.

Weapon: Greatsword 25,000 gp
Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: +3d10 damage

Properties

✦ You gain a +3 bonus to passive Perception checks to avoid being surprised.
✦ You gain a +3 item bonus to Diplomacy checks.

Attack Power ✦ Daily (Free Action)

Trigger: An enemy reduces you to 0 or fewer hit points with an attack.
Effect (Free Action): You move up to your speed, then make an at-will weapon attack with this weapon against the triggering enemy.

Utility Power ✦ Daily (Minor Action)

Effect: You and each ally who is within 10 squares of you and can hear or see you gain a +1 bonus to all defenses, saving throws, and attack rolls until the end of the encounter.

Rabbitslayer

Few heroes have had a more profound impact on Krynn's history than the infamous adventurer, Tasslehoff Burrfoot. A member of the childlike kender race, Tas has been at the center of three wars, befriended gods and dragons, fought powerful adversaries, and helped to save the world on more than one occasion. Like most kender, he had a fearless curiosity coupled with light fingers, and this combination landed him and his companions in a great deal of trouble from time to time. Despite these widely perceived flaws, he was a loyal companion with a true heart, and he eventually acquired a sense of responsibility to his friends that was virtually unique to the kender race.

Tasslehoff found the knife that would eventually be known as *Rabbitslayer* in the ruins of Xak Tsaroth while on the run from the Red Dragonarmy. Caramon Majere, disdainful of the small blade, teased Tasslehoff, saying that the dagger would be suitable only for slaying rabbits. Despite Caramon's assertions, the blade served Tas well for the remainder of his career.

Curiously, no matter where the irrepressible kender left the dagger, he always found it on his person whenever he needed it.

Rabbitslayer Level 19 Uncommon

Even the most absent-minded adventurer always finds this knife in its sheath.

Weapon: Dagger 105,000 gp
Enhancement Bonus: +4 to attack rolls and damage rolls
Critical: +4d6 damage, or +4d10 damage if the attack was a Sneak Attack

Property

If unattuned, the weapon can be attuned, over an extended rest, to a character. Once the weapon is attuned, it returns to its sheath immediately if unintentionally dropped or within 1d8 hours if otherwise lost. The weapon becomes unattuned only when freely given to another or when the owner dies.

Kender Spoon of Turning

During the Summer of Flame, Tasslehoff and his companion Usha were imprisoned in a chamber in the Tower of High Sorcery at Palanthas, guarded by a fearsome specter. After turning out his pouches in search of anything useful, Tas found this spoon, which he immediately identified as the famous *Kender Spoon of Turning*—a powerful kender tool for dealing with the undead. Dubious about the spoon's magical powers, Usha remarked that the utensil resembled one of the spoons they had used during supper with Dalamar, the Master of the Tower, and

pointed out a smear of strawberry jam on the handle. Tas would not be dissuaded, however, insisting that the spot was the blood of an undead vanquished by the object. The brave kender went on to confront the specter armed only with the spoon.

No one except members of the kender race has ever confirmed the holy properties of this object. Some speak of the spoon in hushed tones, claiming it to be a holy symbol of Branchala, the god of music and poetry. Others scoff at the notion of a piece of silverware being a holy object, but Tas and Usha did somehow escape from the specter and, ultimately, from the Tower of High Sorcery.

Kender Spoon of Turning Level 14 Uncommon

Whether this item is truly a kender holy symbol or simply a piece of tableware, the spectacle of a diminutive kender waving a spoon at an undead monster is usually well worth the price of admission.

Implement: Holy symbol 21,000 gp
Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: +3d10 damage, +3d10 radiant damage to undead creatures
Requirement: You must be a kender to use this item.

Attack Power (Radiant) ✦ Daily (Standard Action)
Attack: Close burst 2 (undead creatures in the burst); Charisma or Wisdom + 5 vs. Will.
Hit: 2d10 + 3 + Charisma or Wisdom modifier radiant damage, and you push the target a number of squares up to 3 + your Charisma or Wisdom modifier. The target is immobilized until the end of your next turn.

Wyrmslayer

The history of Tanis Half-Elven, born Tanthalas Kanan, began in tragedy. During a raid on the elven community of Qualinesti, a band of human brigands captured and impregnated his mother, killed her husband, and then left her for dead. Though she was eventually recovered and nursed back to health in the household of her deceased husband's brother Solostaran, the Speaker of the Sun, she gradually wasted away, finally succumbing to death after the birth of her half-human son.

The circumstances of Tanis's conception and birth, as well as his mother's untimely death, affected how the other youths of Qualinesti viewed him. Despite his gift for archery and his charismatic nature, he was forever branded as an abomination in the eyes of many. The Qualinesti regarded full-blooded humans as backward savages, but Tanis by his very existence represented a betrayal, and even elves raised alongside him grew to resent him.

After befriending the dwarf woodcarver Flint Fireforge, Tanis left Qualinesti to pursue a life on the road. His natural charm and quiet integrity drew others to him, and he eventually became the unofficial leader of his group of companions. It was in this role that he came to the forefront in the War of the Lance.

During the war, Tanis and his friends volunteered to enter the fortress of Pax Tharkas and rescue several prisoners held by the forces of the Dragon Highlord Verminaard, a powerful cleric of Takhisis. While he and his companions traversed the ancient passage to Pax Tharkas (known to the elves as the Sla-Mori), draconian soldiers in Verminaard's employ ambushed them. Legend holds that during the ensuing melee, the spirit of the long-dead elf hero Kith-Kanan granted Tanis his personal weapon—the ancient sword called *Wyrmslayer*, crafted eons ago in the Second Dragon War.

Wyrmslayer Level 14 Rare

This blade thirsts after the blood of dragons and dragonkin. When roused, its murderous desire is far from subtle.

Weapon: Greatsword 21,000 gp
Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: +3d10 damage, +3d12 damage against draconians and dragons

Properties
✦ A baaz draconian's *stone dead* power cannot trap this weapon.
✦ You gain a +3 item bonus to Intimidate checks against draconians and dragons.
✦ When within 20 squares of a dragon, this weapon buzzes loudly, automatically alerting the dragon and revealing your location.

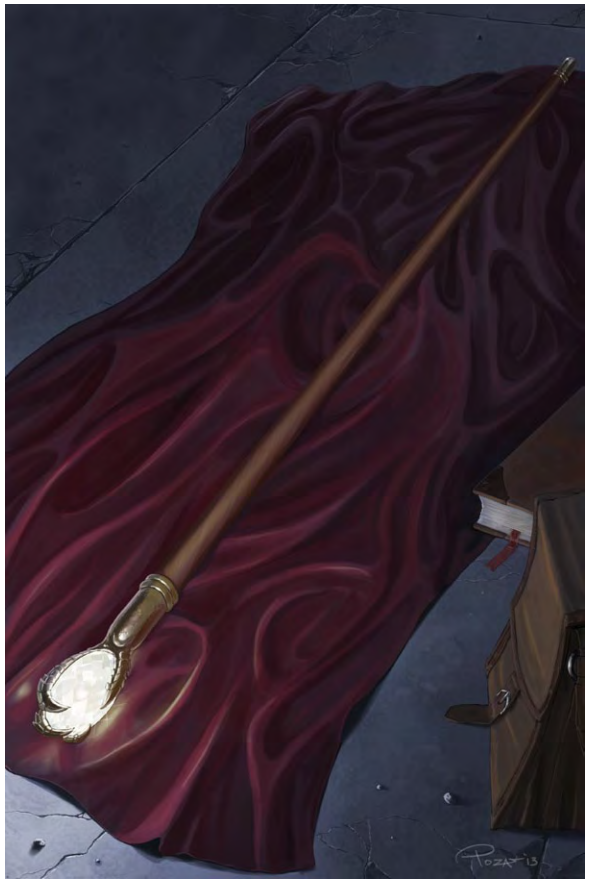
Attack Power (Fear) **✦ Encounter** (Minor Action)
Attack: Close burst 20 (draconians or dragons in the burst); +17 vs. Will
Hit: The target takes a -2 penalty to attack rolls, saving throws, and all defenses (save ends).
Aftereffect: The target takes a -2 penalty to attack rolls, saving throws, and all defenses (save ends).

Attack Power ✦ Daily (Free Action)
Trigger: You hit a draconian or dragon with a melee weapon attack using this weapon and do not score a critical hit.
Effect: The triggering attack deals maximum damage to one target.

Staff of Magius

In the long history of Krynn's wielders of magic, no one has yet left behind a legacy to surpass that of Raistlin Majere. Born to a poor family in the village of Solace, Raistlin and his twin brother Caramon proved to be opposites in both demeanor and form. Caramon was a hearty youth, easygoing and athletic. Raistlin, on the other hand, had poor health coupled with a fierce intelligence that drew him to the study of the arcane arts—an area in which he proved extremely gifted, even at a young age.

The exact events of Raistlin's great Test, which is undertaken by anyone wishing to study higher magic, have been the subject of much speculation. The Test is one of survival—a crucible intended to weed



out those unsuited for studying the higher mysteries. Raistlin emerged from his test with his already fragile health shattered, and from that time forward wracking coughs periodically shook his body. In addition, his skin had turned a golden hue, and his eyes resembled twin hourglasses. But Raistlin had gleaned more than just physical changes from the Test—he had also acquired the famous relic known as the *Staff of Magius*.

According to legend, this staff had once belonged to Magius—friend and trusted companion of the legendary knight Huma Dragonsbane, who had fought in the Third Dragon War. Though not the most powerful item of magic in the Towers of High Sorcery, it nonetheless proved quite useful to Raistlin.

Staff of Magius Level 10 Rare

A perfectly formed crystal sphere, clutched by three carved dragon claws, tops this handsome mahogany staff.

Implement: Staff 5,000 gp
Enhancement Bonus: +2 to attack rolls and damage rolls
Critical: +2d8 force damage

Properties
✦ You gain a +2 item bonus to AC.
✦ You gain a +2 item bonus to skill checks made for performing rituals.

Utility Power ✦ At-Will (Minor Action)
Effect: The staff sheds bright light out to 10 squares.

Utility Power ✦ Encounter (Free Action)
Trigger: On your turn, you fail to sustain an arcane implement power you could sustain.
Effect: You sustain the effect until the end of your next turn. You can still sustain the effect as normal.

Utility Power ✦ Daily (Free Action)
Trigger: You hit an enemy with an arcane implement attack power using this staff and do not score a critical hit.
Effect: The triggering attack deals maximum damage to one target.

Staff of Mishakal

Goldmoon, Chieftain's Daughter of the Que-shu tribe, was worshiped as a living goddess by her people because of her golden tresses—a hue virtually unknown among the people of the Plains. It was the bravery of the stalwart ranger Riverwind, who pledged to return to the village with proof of the ancient gods, that eventually won her heart. On a dark and restless night, Riverwind returned to the Chieftain's Daughter, half-dead and raving, clutching a blue crystal staff in his fevered hands.

This staff proved to be the catalyst in a series of events that would eventually culminate in the gods' return to the world. An exhausted Goldmoon, with her bedraggled escorts Riverwind and Sturm Brightblade, brought the staff to the Inn of the Last Home. Though the Princess of the Plains would not discover the truth for some time, her blue crystal staff had once been blessed by Mishakal, goddess of healing, and Goldmoon was to become her first cleric since the Cataclysm.

In the subterranean dungeon of Xak Tsaroth, the nascent priestess and her friends came face-to-face with a creature out of myth—a powerful black dragon named Khisanth. After receiving a vision from Mishakal, Goldmoon sacrificed her life by destroying the staff, engulfing both herself and the dragon in blazing, holy fire. The grief of her companions was short-lived, however, because Goldmoon was restored to life in the Temple of Mishakal, elsewhere in the sunken city.

Staff of Mishakal Level 10 Rare

Though it appears as an ordinary wooden staff, this item reveals its true form—a gorgeous blue crystal staff, pulsing with life energy—when its divine powers are activated.

Implement: Staff 5,000 gp
Enhancement Bonus: +2 to attack rolls and damage rolls
Critical: +2d6 radiant damage, +2d12 radiant damage to demons, undead, and devils

Properties
✦ This staff can also be used as a holy symbol implement.
✦ You gain a +5 item bonus to skill checks made for restoration rituals.

Utility Power (Healing) ✦ **Encounter** (Standard Action)
Effect: One creature you touch regains hit points as if it had spent a healing surge.

Utility Power (Healing) ✦ **Daily** (Standard Action)
Effect: You and each ally within 5 squares of you regain hit points as if each of you had spent a healing surge.

Utility Power (Healing) ✦ **Daily** (Standard Action)
Requirement: You must use this power at the end of a short or extended rest.
Effect: You restore a dead creature to life with 1 hit point. The target takes a -1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached three milestones or taken three extended rests.

The Dragonlance

Riding a silver dragon and wielding the mythical *dragonlance*, the Solamnic Knight Huma defeated the Queen of Darkness in ages long past—or so say the legends. Many Knights of Solamnia learned of Huma's deeds in the years following the Cataclysm, but few if any lent credence to the tale, dismissing it as nothing more than a story for children.

During the War of the Lance, however, a group of Heroes discovered the truth of this ancient tale. Led by the Kagonesti elf Silvara, the Heroes located Huma's tomb, wherein lay the silver dragonmetal needed to create the fabled *dragonlances*.

Arguably the most visible symbols of the long-fought War of the Lance, the *dragonlances* turned the tide of the war in favor of the forces of good. This weapon is anathema to dragonkind, causing such creatures great harm in the hands of even a relatively unskilled warrior.

About the Author

Daniel Helmick is a software tester, content translator, developer, and consultant for the *D&D Insider* studio at Wizards of the Coast in Renton, Washington. His hobbies outside of roleplaying games include running, complaining about the weather, and tormenting various members of the R&D staff with his horrific singing.

Dragonlance Level 10+ Rare

A magnificent dragonmetal lance, shining with the holy light of the Platinum Dragon, is mankind's ultimate weapon for fighting the Dark Queen's forces.

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

Weapon: Spear
Enhancement Bonus: Attack rolls and damage rolls
Critical: +1d8 radiant damage per plus; +1d12 radiant damage per plus against draconians and dragons

Properties

- ✦ You gain resist 5 to all damage a dragon or draconian deals you.
- ✦ A baaz draconian's *stone dead* power cannot stop this weapon.
- ✦ You gain an item bonus to Intimidate checks equal to the enhancement bonus against draconians and dragons.

ǂ **Attack Power** (Radiant) ✦ **Encounter** (Free Action)

Trigger: You hit a dragon or draconian with a melee weapon attack using this weapon.
Effect: In addition to the attack's normal damage, the target takes 3d12 radiant damage and is dazed until the end of your next turn. If the target drops to 0 hit points, you do not expend this power.
Level 15 or 20: 4d12 radiant damage.
Level 25 or 30: 5d12 radiant damage.

ǂ **Attack Power** ✦ **Daily** (Free Action)

Trigger: You hit a dragon or draconian with a melee weapon attack using this weapon, and the d20 roll is 15 or higher.
Effect: The hit becomes a critical hit. If the target drops to 0 hit points, you do not expend this power.

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You Say Dragonborn, I Say Draconian

By Daniel Helmick

Illustration by Wayne England

Draconians are unique among the races of Krynn. Most races were created by the gods in ages long past, but draconians were shaped by servants of the Dark Queen for one purpose: the conquest of the world. Thousands of dragon eggs were transmuted (some say cursed), resulting in the hatching of powerful, disciplined, and seemingly endless shock troops.

Several varieties of draconian exist, and each is determined by the type of dragon egg used in its creation. Auraks are rare and powerful users of mind magic. The natural shapeshifting talent of the massive sivaks allows them to act as brutal but effective spies. Kapaks lick their arrowheads and blades to coat them in poisonous saliva, ensuring an imminent (if agonizing) death to those hit by the weapons. The bozaks, much like the auraks, are natural users of magic. Even the lowliest of the draconians, the baaz, are deadly foot soldiers in their own right. (See the *Draconomicon*™*: Metallic Dragons* sourcebook for more details.)

Most draconians are inured to a harsh and wicked lifestyle. Intended to be the willing strong arms of the Dark Queen's ground army, during wartime their vicious instincts were encouraged rather than suppressed, so that most displayed little better temperament than the ogres and goblins they commanded. Draconians are expected to be cruel, and they enjoy reinforcing that belief.

Even in the midst of waging the war for which they were created, though, some draconians found a purpose other than blind servitude. Some, such as the sivak Slith, obeyed their orders loosely, more concerned with turning a healthy profit than conquest. Others, such as the renowned bozak engineer Kang, struggled with a foreign concept learned on the field of battle: honor.

These exceptional draconians and others like them were pioneers. Their individuality inspired others, until the draconian race eventually learned to not only survive without the direction of their Dark Queen but to also thrive without it. With time, they learned to coexist with the other races of Krynn.

Two types of draconians are presented in this article for use as player characters: the bozaks, magic-using subcommanders of the dragonarmies, and the kapaks, naturally gifted in the art of assassination.

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How to Shape Your Draconian from a Dragonborn

Other than the obvious physical similarities, it's fair to ask whether dragonborn really have enough in common with draconians to stand in for them. Using dragonborn for draconian player characters might seem like a bit of a stretch.

Most of the differences between the races represent cultural and historical idiosyncrasies rather than physical differences. Physically, the races are quite similar. Both are covered in scales and resemble their draconic forebears. Both tend to be strong, proud, and remarkably tough. Both races have innate, dragon-themed racial powers and abilities.

Two specific factors offer unusual perspectives for roleplaying a draconian character.

First, a draconian player character is assumed to be a cut above rank-and-file soldiers in terms of training, perspective, and power.

Second, the draconian race is a young one. Most of the remnants of the Dark Queen's draconian army are uniform in ability and personality, but exceptions naturally occur. The years following the War of the Lance see the draconian race coming into its own. Your character might have special gifts, abilities, and attitudes outside the norm. The draconian race doesn't really have a common culture to speak of, so your character can forge a unique path.

If you are seeking inspiration for the creation of a draconian player character, you might want to read the Kang's Regiment novels by Margaret Weis and Don Perrin. These books deal with a group of draconian veterans of the War of the Lance learning to coexist in a world never meant for their kind.

Roleplaying a Draconian

When creating a draconian character, consider the following points.

You are the boogeyman. Draconians have a well-deserved reputation as killers, conquerors, slavers, and bringers of war. To say that most people don't care for you is an understatement; you are likely reviled by all who behold you. It might take some impressive deeds to persuade members of other races to accept you as the individual you are, rather than just another typically brutal draconian.

You are proud. Draconians verge on arrogance, certain of their superiority. In spite of their cruelty and vice, most draconians are as fearless and bold as their opponents. Even the staid and proper Knights of Solamnia bear a grudging respect for the courage and guile of their draconian foes.

You must change. During the war, it was easy to follow the orders of your superiors and to give in to your baser instincts. You were at the top of the food chain, and the creatures you subjugated had to submit to you and your comrades in arms or risk being crushed and discarded. Now, the changing landscape has forced you to find a new path for which you are ill-prepared. You have been forced to acknowledge the shocking reality that your greatest changes are yet to come—if you truly wish to adapt and survive in this world.

Racial Variant: Bozak Draconian

Bozak draconians are widely regarded as some of the most dangerous soldiers that served under the Dark Queen. Their magical power is exceeded by the auraks and their physical strength is dwarfed by the sivaks, but the bozaks exist in far greater numbers.

Racial Variants

When you create a character belonging to a subrace, you have the option to select from several benefits unique to that subrace. Each benefit replaces a standard racial trait, as noted in the benefit's description. Unless indicated otherwise, you can select as many of a subrace's benefits as you want. See the *Neverwinter™ Campaign Setting* for more information on racial variants.

Their natural cleverness and magnetism make them trusted, effective, and intelligent leaders. Bozaks prefer the more destructive flavors of magic, such as elemental evocations, over the subtle spells employed by their aurak cousins.

Bozaks are dangerous even in death, thanks to their tendency to explode and damage creatures around them at the moment of their demise. A slayer of a bozak draconian might find his or her own death with the sword's final stroke.

On average, bozak draconians stand just over 6 feet tall and are covered in bronze scales. They have the most highly developed wings among the draconian subraces. Bozaks generally prefer light or no armor, because anything heavier interferes with their arcane gestures and flight.

Bozak player characters are usually sorcerers, representing those who prefer to delve fully into their natural magical talents, or hexblade warlocks, for those who wish to blend their natural strength and magical power. Bozak sorcerers make adept dragon or cosmic sorcerers, playing to their natural gifts. Bozak hexblades tend to opt for the elemental or infernal pacts. Bozaks can also make effective blackguards or assault swordmages.

When creating a bozak draconian character, you can pick from the following benefits.

Arcane Blood: The essence of your draconic forebears surges through your veins. Born to a legacy of arcane might, you have learned to augment your spells with this gift.

Benefit: You gain a +1 racial bonus to the damage rolls of your arcane attack powers. This bonus increases to +2 at 11th level and +3 at 21st level. This benefit replaces Dragonborn Fury.

Instinctive Flight: Although your wings are neither large enough nor strong enough to sustain flight for long, your battleground mobility is still quite extraordinary.

Benefit: You gain a flight speed of 6 squares (altitude limit 1). You cannot use this fly speed if you are carrying more than a normal load. You must land at the end of your turn. This benefit replaces Draconic Heritage.

Concussive Vengeance: You have learned to trigger your death throes prematurely as a last resort, through a mixture of self-discipline and arcane experimentation. Be wary, though—mimicking your death throes might well result in the genuine article.

Benefit: You gain the *concussive vengeance* power. This benefit replaces Dragon Breath.

DRACONIAN BACKGROUNDS

If you choose a racial background, you either gain a +2 bonus to checks with one of its associated skills, or you add one associated skill to your class's skills list before you choose your trained skills.

Bozak Draconian: From the moment of your birth, you were a match for virtually any human soldier. Your natural aptitude for both magic and combat and your gift for command make you a force to be reckoned with.

Associated Skill: Arcana, Diplomacy, or Intimidate

Kapak Draconian: You are as slippery as a kender and as deadly as a minotaur. When you set your sights on a foe, it is as good as dead.

Associated Skill: Intimidate, Stealth, or Thievery

Concussive Vengeance Bozak Racial Power

Searing pain courses through you as percussive force from your body strikes out at those nearby.

Daily ✦ Thunder
Standard Action **Close** burst 1
Target: Each creature in the burst
Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.
Level 11: The bonus increases to +4.
Level 21: The bonus increases to +6.
Hit: The target takes thunder damage equal to your bloodied value and falls prone.
Miss: Half damage.
Effect: You take damage equal to your bloodied value, and you fall prone. This damage cannot be reduced by any means.
Special: If it has not been used for the day, this power automatically triggers when you die.

Racial Variant: Kapak Draconian

Like their bozak cousins, kapak draconians also stand just over 6 feet tall, though their scales are coppery rather than bronze. Bozaks have the overall shape of burly humans, whereas the sinewy kapaks have serpentine features with long limbs and torsos.

Kapaks have a reputation for being vicious in their dealings with other races and are well known for bullying creatures smaller and weaker than themselves. The wisest among them have learned the value of avoiding attention, and those kapaks are more dangerous for their slyness.

The kapaks are widely regarded as the fastest and most agile of the draconians. Their impressive speed is far from their most dangerous attribute. Glands underneath their tongues secrete a paralyzing toxin with which they can poison their weapons.

Like all draconians, they are capable of killing even as they meet their own fate. When kapak draconians die, they immediately dissolve into a pool of highly caustic acid, inflicting horrible burns upon the unwary.

Kapaks make fine assassins, particularly executioners, as well as effective rogues and thieves. Some kapaks learned to adapt to life in the wilderness as rangers, and a few studied the bardic arts, supporting troops while in the service of the dragonarmies.

When creating a kapak draconian character, you can pick from the following benefits.

Instinctive Flight: Although your wings are not large enough or strong enough to sustain flight for long, your mobility is still quite extraordinary.

Benefit: You gain a fly speed of 6 squares (altitude limit 1). You cannot use this speed if you are carrying more than a normal load. You must land at the end of your turn. This benefit replaces Draconic Heritage.

Murderous Eye: You instinctively exploit your foes' weakness.

Benefit: You have combat advantage against enemies that are slowed, immobilized, or weakened. This benefit replaces Dragonborn Fury.

Sinuous Agility: Your movements are quick and precise, your lean muscles a study in economy.

Benefit: You gain a +2 bonus to your Dexterity and Charisma ability scores. This benefit replaces the normal racial ability score bonuses for dragonborn.

Caustic Heritage: You have poison in your mouth and acidic blood.

Benefit: You gain the *toxic saliva* and *acidic revenge* powers. This benefit replaces Dragon Breath.

Toxic Saliva — Kapak Racial Power

You lick your weapon, coating it in venom.

Encounter ✦ Poison
Minor Action **Personal**
Target: An axe, heavy blade, light blade, pick, or spear, or an arrow or crossbow bolt.
Effect: Your next successful weapon attack with the target also deals 1d6 poison damage and the target is slowed (save ends).
First Failed Saving Throw: The target is instead immobilized (save ends).
Level 11: 2d6 poison damage.
Level 21: 3d6 poison damage.

Acidic Revenge — Kapak Racial Power

When you die, acid explodes from your corpse.

Daily ✦ Acid
Immediate Reaction **Close** burst 2
Trigger: You die.
Target: Each creature in the burst
Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.
Level 11: The bonus increases to +4.
Level 21: The bonus increases to +6.
Hit: 1d8 + Constitution modifier acid damage, and ongoing 5 acid damage (save ends).
Level 11: 2d8 + Constitution modifier acid damage, and ongoing 10 acid damage (save ends).
Level 21: 3d8 + Constitution modifier acid damage, and ongoing 15 acid damage (save ends).

Draconian Feats

The feats in this section enhance the capabilities of draconian characters.

Bozak Evoker

Drawing upon your inner resources, you charge your spells with explosive power.

Prerequisite: Bozak draconian, Arcane Blood racial feature, Concussive Vengeance racial feature

Benefit: If you score a critical hit with an arcane attack power, the target falls prone. In addition, while you are bloodied, you double your racial bonus to damage rolls with arcane attack powers.

Draconian Wings

Through a rigorous regimen of toughening exercises, you have improved your strength for the purpose of movement.

Prerequisite: Bozak or kapak draconian, Instinctive Flight racial feature

Benefit: You ignore the speed penalty for wearing heavy armor, and your altitude limit for Instinctive Flight increases to 2.

Kapak Resistance

Your origin provides you with a degree of protection against the vile and venomous.

Prerequisite: Kapak draconian, Caustic Heritage racial feature

Benefit: You gain resist 5 acid and resist 5 poison. This benefit increases to resist 10 acid and resist 10 poison at 11th level, and resist 15 acid and resist 15 poison at 21st level.

Unearthed Arcana: Alternative Multiclass Rules

By Robert J. Schwalb and Matt Sernett

Illustrations by Chris Seaman, Goran Josic, and Tyler Walpole

Having thwarted the schemes of a mad mage, a ranger discovers a magic tome in an arcane library. After examining the book, she learns to cast her first spell.

A cleric ministers to the party's thief, hoping to change the adventurer's ways. After a near death experience, the thief finds new piety and embraces the power of the gods.

After succumbing to a devil's temptations, a cavalier abandons his virtue and turns onto the fighter's path. Only by atoning can the fallen paladin regain his place in the light.

Each class in the Dungeons & Dragons® game can accommodate numerous character concepts. A fighter might be a two-weapon swashbuckler, a noble knight, a berserker, or a bare-fisted unarmored warrior. Choosing specific features and powers within a

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class can help reinforce one of these concepts. Even so, a single class sometimes proves insufficient to encompass all of a character's story, ambition, or mechanical concept. In these cases, players can look to other classes for additional options.

Multiclass rules are an important option for allowing a character's story to be borne out in game play. For example, a paladin who suffers a crisis of faith would not continue to be a paladin. Similarly, if a fighter teaches advanced combat techniques to a thief, those should be reflected in the thief's unique attack powers.

For a number of other reasons, even considering the number of classes available in the game, a player might want to create a character whose concept goes beyond the confines of any single class. From the fighter who dabbles in spellcasting, to the pious thief, the shadow-touched ranger, and the hexblade who awakens sorcerous power, many one-of-a-kind characters can be modeled using multiclass rules.

Multiclassing also helps address a desire for optimization. Each class, as designed, performs a different role—a fighter defends, a cleric leads, a rogue is a stealthy scout, and so on. It can be beneficial, however, to diversify a character's talents to handle a wider range of situations. A fighter might take some warlord abilities to become a more effective combat leader. A barbarian might branch out into fighter abilities to better defend his or her companions. Multiclassing allows characters to take better advantage of features and powers in the game.

All these needs are addressed to some degree by the multiclass systems already present in the game. Characters can explore other classes by taking the multiclass feats, or fuse two classes by using the hybrid character rules in *Player's Handbook*® 3. Each of those options allows a character to be developed in interesting ways, but each path comes with limitations and costs.

This article introduces a new multiclass system that offers a different approach to character building.

Multiclassing

In this system, any character can become a multiclass character by choosing a level-based benefit from a class other than his or her initial class.

Primary Class

Every multiclass character begins with one class. The class you choose during character creation is your character's primary class—the foundation on which your multiclass character is built. You create a character using the normal rules for character creation.

Gaining Levels

Use the Character Advancement Table in the *Player's Handbook*, page 29, or the advancement table for your primary class in another source, such as *Heroes of the Fallen Lands*™. When you gain a level, you can choose

SYSTEM LIMITS

The rules presented here are intentionally broad. The degree to which you invest in any secondary classes is up to you. Having a large number of choices can make it harder to pick how to advance. Your decisions might create unforeseen imbalances.

This system makes it easier to optimize. Any player who wishes to create a character more powerful than one with a single class can do so. Some powers are simply better than others, or they offer more opportunities for exploitation. For instance, the barbarian and sorcerer have powers that deal more damage than is standard for other classes. Such an increase in character damage might not be a problem until other striker class features are applied.

The DM should supervise the use of this system to assure the outcome is desirable for his or her game. To put more controls in place and prevent extreme optimization of characters, the DM might allow this multiclass system but impose some of the following restrictions in the game.

One Secondary Class: A character can take levels in only one other class using this system, but can still take multiclass feats to expand into other classes. This restriction helps reduce the number of available options and limits unbalanced combinations.

Even-Numbered Levels Only: A character can take benefits in a secondary class only at even-numbered levels. This restriction means that all a character's attack powers come from the character's primary class, ensuring that a multiclass character functions in the character's expected role.

Prerequisite: To choose a class as a secondary class, a character must have a score of 15 or higher in the ability the class uses to make its attacks. This option prevents characters from dipping into a wide range of classes to skim the best powers from each class. It also encourages players to choose secondary classes that complement a character's primary class.

Striker Limits: Class features that increase damage, such as Sneak Attack, might apply only to attack powers from the class that grants the feature. This rule, which shows up as part of the hybrid character system, prevents unintended damage stacking. Alternatively, such damage increases might be forbidden on any power from another striker class, such as the barbarian or sorcerer, that already enjoys higher damage than normal.

to take new level from your primary class, or you can take the level in a different class.

What You Gain

Any new class you choose becomes a secondary class for you. You gain the following benefits and abilities from that class.

Hit Points: Your hit points increase according to your chosen secondary class's hit points per level gained. For example, any character who takes a secondary cleric level gains 5 hit points.

Powers: It you gain a power, you choose it from among those available to the secondary class for selection at that level. For instance, a 10th-level character who takes a level of cleric can choose a 10th-level or lower cleric utility power.

What You Don't Gain

When you choose a secondary class, you gain none of that class's other features, powers, or proficiencies, as well as none of those from your primary class. (You can never gain features and powers from more than one class at the same level.) This fact means that it benefits you to choose from among classes that share similarities, especially in proficiencies. A fighter who decides to take a wizard attack power should also take a feat (such as Arcane Initiate, Learned Spellcaster, or Witchcraft Initiate) to gain proficiency with an implement so as to use that power most effectively.

Whenever a new level in a secondary class offers a power or feature of a type your primary class cannot gain, your multiclass character cannot gain that power. Such a level is best taken in your primary class. For instance, a character whose primary class is a fighter with the knight or slayer build cannot gain daily attack powers using this multiclassing system. Similarly, a character whose primary class is rogue cannot gain domain powers and features from the warpriest cleric.

You can gain a power that has no level only if your primary class grants that power and you take the level at which the power is granted in your primary class. For example, you can gain the *restore life* druid power only if your primary class is sentinel druid and you advance as a sentinel druid at 8th level.

The "Exceptions" section has some possible alternatives to strict enforcement of these rules.

Three or More Classes

These rules allow you to gain powers from any number of classes. Be aware, however, that the more secondary classes a character has, the less focused that character becomes. You might find a character with too many classes becomes unable to fill any specific party role and is thus not a viable character.

Paragon and Epic Tiers

You gain a paragon path and an epic destiny as any normal character does. You cannot multiclass to change paragon path powers or epic destiny powers.

Retraining and Replacing

The normal retraining rules apply to multiclass characters, with one modification. When you retrain a power, you can exchange that power only for another power from the same class. For instance, if you opt to retrain a cleric utility power, you can exchange it only for another cleric utility power.

A similar principle applies to replacing powers at higher levels. If you want to replace a power when your advancement allows you to do so, you can select a power only from among those available to the same class from which the replaced power comes.

Exceptions

The next sections of this article spell out exceptions to the basic system rules. You and your DM can use these examples to help define other possible exceptions to the basic system.

Cleric (Warpriest)

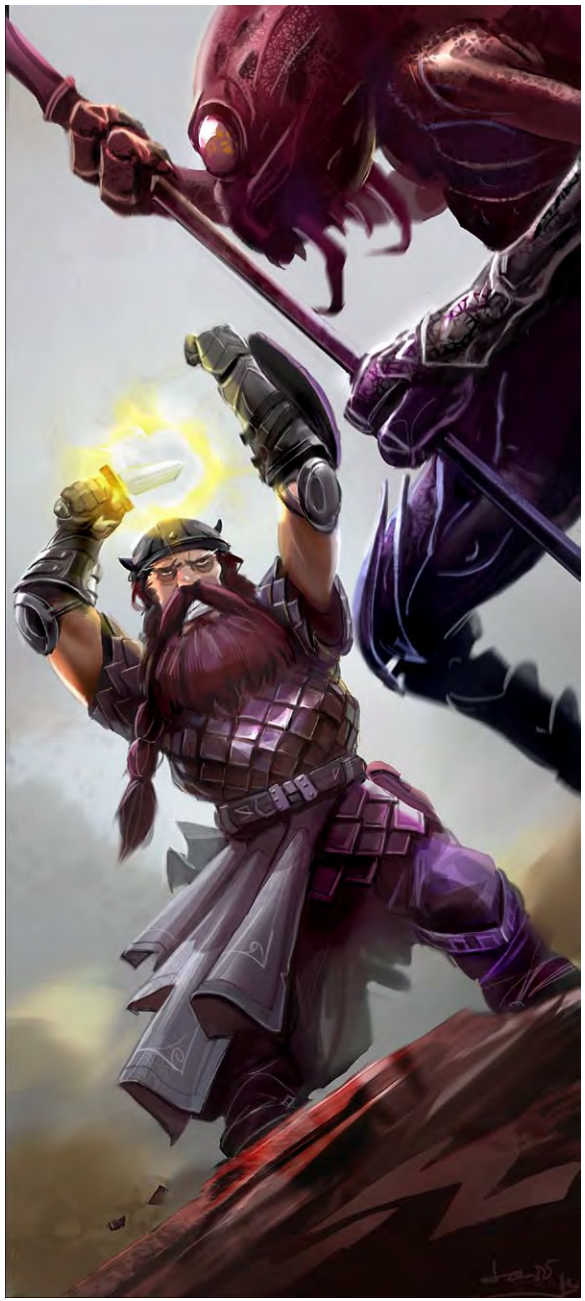
If your primary build and class is warpriest cleric, a couple of levels in a secondary class offer exceptions.

- If you take secondary class levels when you would gain a domain encounter attack power from taking a level as a warpriest cleric, you can select an encounter attack power of that level from the secondary class. This exception does not apply to devout warpriest powers.
- Similarly, if you take a secondary class level when you would gain a domain utility power from taking a level as a warpriest cleric, you can select a utility power of that level or lower from the secondary class. This exception does not apply to devout warpriest powers.

Druid (Sentinel)

If your primary build and class is sentinel druid, a few levels in a secondary class offer exceptions.

- When you take 3rd level or 7th level in a secondary class, instead of gaining Improved Combined Attack, you can gain one encounter attack power of that level from the chosen secondary class.
- When you take 16th level in a secondary class, instead of gaining the *a thousand faces* power, you can gain one utility power of the appropriate level or lower from the chosen secondary class.
- If you take 17th level in a secondary class, instead of gaining an animal companion power of that level, you can replace one of your encounter attack powers. You need to do so only if you took



a secondary class level at 3rd or 7th level, thereby gaining an encounter attack power from a secondary class.

Fighter

A few levels in fighter provide the opportunity to choose among alternatives. A character who has the primary class of fighter and the knight build or the slayer build already gains similar benefits and can ignore these options.

- When you take 3rd level in the fighter class, whether primary or secondary, you can gain the *power strike* power instead of a new fighter encounter attack power.
- When you take 13th level in the fighter class, whether primary or secondary, you can replace one of your fighter encounter attack powers gained at 1st, 3rd, or 7th level with the *power strike* power. If you already have *power strike*, you can replace such an encounter attack power with the ability to use *power strike* one more time per encounter, but still only once per turn.
- When you take 17th level in the fighter class, and you have a fighter encounter attack power you could replace, you can gain one fighter at-will stance power from among the options on pages 130 (the knight) and 153 (the slayer) of *Heroes of the Fallen Lands*, replacing one of your fighter encounter attack powers with the chosen stance. You cannot replace *power strike* or a use of that power with this option. After you select a stance, you cannot replace it at later levels unless you retrain into another stance among the options allowed.

Paladin

A couple of levels of paladin provide an opportunity to choose between alternatives. A character who has the primary build and class of cavalier paladin already gains similar benefits and can ignore these options.

- When you take 3rd level in the paladin class, whether primary or secondary, you can gain the *holy smite* power instead of gaining another paladin encounter attack power.
- When you take 13th level in the paladin class, whether primary or secondary, you can replace one of your paladin encounter attack powers gained at 1st, 3rd, or 7th level with the *holy smite* power. If you already have *holy smite*, you can replace such an encounter attack power with the ability to use *holy smite* one more time per encounter, but still only once per turn.

Psionic Classes

Psionic classes require a few exceptions.

- If your primary class grants the Psionic Augmentation class feature, you should take all levels at which you gain power points and gain or replace at-will attack powers in your primary class.
- If you take levels in a psionic class as a secondary class, you can gain power points and at-will attack powers from the class only by taking other character elements, such as feats, that grant such benefits. It is recommended that a character who takes a secondary psionic class also take the Psionic Dabbler feat as soon as possible.
- If you have no power points because you have gained none from your advancement choices, you are considered to have 0 power points only if doing so is harmful to you. For example, if you have no power points from having gained none during advancement, and you take the Invincible Mind epic destiny, the Reinvigorating Attack feature provides you no benefit.

Ranger

Several levels in ranger, whether primary or secondary, provide the opportunity to choose among alternatives. A character who has the primary class of ranger and the hunter build or scout build already gains similar benefits and can ignore these options.

- When you take 3rd level in the ranger class, you can gain the *disruptive shot* or the *power strike* power instead of another ranger encounter attack power.
- When you take 5th level in the ranger class, you can take the *reactive shift* power instead of selecting a new daily power. If you do so, you cannot replace the *reactive shift* power at later levels.
- When you take 9th level in the ranger class, instead of choosing a daily attack power, you can gain either the Close Combat Archery class feature or the *dual weapon attack* power. If you do so, you cannot replace the selected option at later levels.
- When you take 13th level in the ranger class, you can replace one of your encounter attack powers gained at 1st, 3rd, or 7th level with the *disruptive shot* or *power strike* power. If you already have *disruptive shot* or *power strike,* you can replace such an encounter attack power with the ability to use one of those powers one more time per encounter, but still only once per turn.

Rogue

A few levels in the rogue class, whether primary or secondary, provide the opportunity to choose between alternatives.

- When you take 3rd level in the rogue class, you can gain the *backstab* power instead of gaining a new rogue encounter attack power.
- When you take 5th level in the rogue class, you can take the *cunning escape* power instead of selecting a new daily attack power. If you do so, you cannot replace the *cunning escape* power at later levels.
- When you take 13th level in the rogue class, you can replace one of your rogue encounter attack powers gained at 1st, 3rd, or 7th level with the *backstab* power. If you already have *backstab,* you can replace such an encounter attack power with the ability to use *backstab* one more time per encounter, but still only once per turn.

About the Authors

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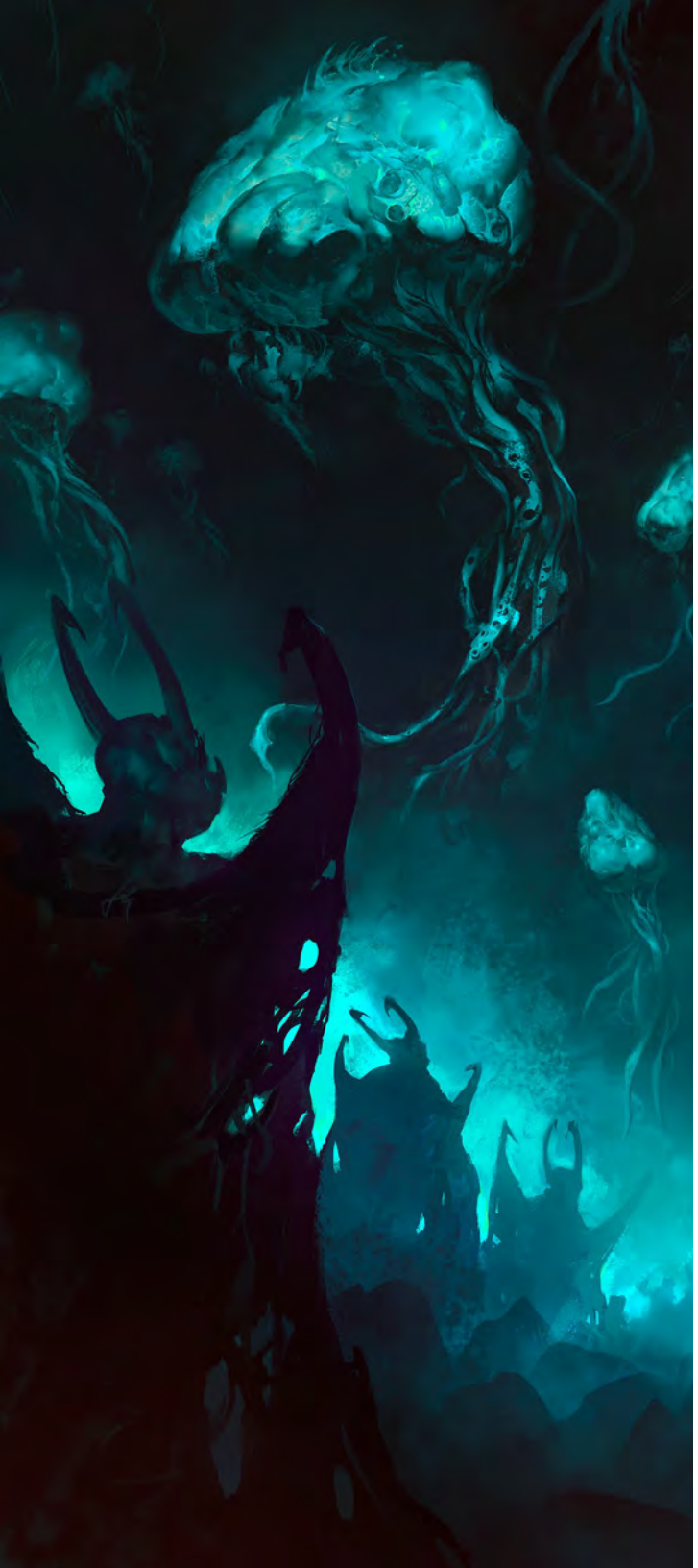

FORGOTTEN REALMS®

ED GREENWOOD'S
Eye on the Realms

Abyssal Trade Goods: Not a Bad Thing

By Ed Greenwood

Illustration by Noah Bradley

"Something about that man feels . . . otherworldly," Dondras said, shivering. "Cold, slithering, watchful. Waiting for a moment of weakness. . . . Let's skip his tent."

"Otherworldly, indeed," his fellow merchant replied with a smile. "He claims to sell wine he's personally brought straight from the Abyss. And no merchant would stretch the truth to make a sale, eh?"

"Straight from the Abyss"

For more than a thousand years, the phrase "straight from the Abyss" has been used by traders all over the Realms to describe rare and exotic goods they're trying to sell, particularly if they want to be vague about where those goods came from.

A few merchants, however, really do trade directly between the Abyss and the continent of Faerûn, selling or swapping certain fruits and cheeses of the Realms (not to mention food-slaves[1]) to Abyssal inhabitants with a taste for the freshest produce and meat, and bringing back to markets Abyssal trade goods that command high prices.

Alchemists and arcane spellcasters and the enchanters of items have always valued the body parts and bodily fluids of demons, because their inherent nature (linked to the Elemental Chaos) both captures and unleashes magical energy, and so is useful in all matters magical. Illicit or covert trade in "demonic treasures," as some call them, will always exist, and this trade involves high prices, scarcity, and clients of fell intent.

Several Abyssal goods are more widely useful and less deadly to procure, and as word of them has spread across the Realms, so has their popularity.

Right now, the most popular Abyssal wares are these.

Bathaerel (pronounced "bath-*hair*-ell"): Also known as "rustbanish," bathaerel is a purplish powder or gravel made of certain rocks from the Abyssal layers of Rauwend and Voorz'zt.[2] When the rock is agitated in a bag with rusty metal items or mixed into a paste with water, crushed raw potato or grist, and certain green-shoot plants, the resulting

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mixture stops rust and removes it, leaving behind clean metal (though it doesn't replace metal already lost to rust).

Droth ("drawth"): Also called "demon's blood," droth is a black, sticky substance made from the blood of manes and the boiled-down chitin (body plates) of derghodemons. When smeared on the eyes, it cures certain sorts of blindness in some individuals, and when ingested (its taste is generally described as salty and horrible), it can help to cure certain diseases.[3] When smeared on acid-drenched items or living creatures, it cuts the corrosion done by the acid in half. Ingested or smeared, droth stops all green slime effects instantly, and turns back existing slime into the living material it was before being slimed.

Moonhoney: The substance with the unlikely name of moonhoney is actually the dung of groundworms that dwell on many Abyssal layers (and which are eaten by many demons). It is a smoky-tasting, nourishing, even rib-sticking treat to humans, halflings, dwarves, elves, and half-elves. Its name comes from its consistency and appearance (both of which are rather like the honey produced by wild bees), and the fact that when bathed in moonlight, it momentarily acquires a rough, fleeting sweetness. Moonhoney doesn't spoil unless it is scorched in open flame or soaked in citrus juices, and so it is an ideal trail food for wayfarers of all kinds, who can readily carve it into handy chunks.[4] It is prized for its property of neutralizing almost all known poisons active within those who eat it.

Quelaerel ("kwel-*air*-ell"): The fiery, thick brown sauce known as quelaerel is derived from boiling the wormlike bodies of the threeb, a variety of bloodsucking leeches found in the swamps and jungles of many Abyssal layers (such as the Screaming Jungle area of the Gaping Maw, the fetid layer of Shedaklah, and the Slugbed). Quelaerel is used in Calishite and other cuisine of the South. Meeting the tongue rather like a lighter and more varied tamarind sauce, quelaerel twists the taste of rotting meat or fermenting fruits and vegetables into something pleasant and palatable.

Stonesulder Wine: The long-dead merchant Ariast Stonesulder popularized the vintage that bears his name by tirelessly selling it all over the Heartlands of the Realms. The yellow-hued, sharp-flavored liquid known as Stonesulder wine is now a staple in many kitchens.[5] Not only does this pleasant drink cleanse the palate when imbibed by itself, but it also has the property of binding sauces and gravies to rice and root vegetables (such as potatoes, turnips, parsnips), so that the flavors of the sauces cling and mask or alter the natural flavors of what they cling to.

Stonesulder wine is made by crushing the fruits and leaves of certain jungle and swamp plants found in many layers of the Abyss to capture their sap or juice, which is then fermented in wooden barrels. The fermentation process takes place either in the Abyss or in the Realms, and the barrels must be from a hardwood, or else the wine is soured, and the aging should be in a damp and warm, rather than cold, place.

Abyssal Traders

Elminster warns that there are "a dark handful" of demons who shuttle back and forth between the Abyss and the Realms, posing as merchants but really pursuing slaving or ruler-influencing interests.

The Abyssal traders examined here, however, are non-demon inhabitants of the Realms, each of whom is human, part human, or readily able to pose as human.

They share certain characteristics, beyond a hunger for making coin and access to a demongate or an Abyssal portal. Many humans would say that madness is an essential trait for such individuals, but those who look closer would see confidence, fearlessness, toughness, foresight, and a good memory, all of which are used often to prepare for the worst (with caches of weapons and coin, agreements made with allies who can be called upon if things go awry, escape plans, and magic items for use in combat or defense). Such traits are typical of any Abyssal trader who survives more than a single trading expedition (and makes subsequent forays).

High Stakes Hurluu

The most colorful and widely known of the currently successful Abyssal traders is the garrulous, jovial, toad-ugly man who calls himself High Stakes Hurluu (though he never participates in gambling games, or wagers on outcomes; his only gambles are investments). Always eager to make a friend or a new trading deal, Hurluu is a roaringly amiable figure rapidly growing in legend.

No one but Hurluu knows what he truly is, but he can transform his body into at least three forms: the short, burly, wart-covered human trader most folk in the Realms see; a naga-like, human-headed snake of great length and mottled gray-green hue; and a floating or flying, many-eyed and many-tentacled body that can fight several foes at once. He wears or carries some sort of magic item that can teleport him away from a confrontation that goes badly, and he has escaped several "certain" death traps.

Hurluu deals—unscrupulously and with raw good humor—in everything. As he often says, "No deal too large, and none too small!" He is usually found lurking in a tavern, a festhall, or a seedy club in Waterdeep, Athkatla, Westgate, Suzail, or Selgaunt. He cultivates street gangs and thieves' guilds to be his allies if things go wrong, and he has caches and hiding places arranged in his five favorite trading cities—not to mention complicated escape plans.

Hurluu is infamous across the Realms for unleashing a menagerie of monsters to maraud in the streets of Athkatla when the beasts' owner tried to double-cross him in a trading deal.

He's also known for hiring a succession of young and beautiful escorts to pose as his offspring, who

distract clients with their charms (influencing the clients into making deals that benefited Hurluu more than themselves).

When a cabal of Sembian traders tried to have Hurluu eliminated, the jovial trader poisoned many Selgauntans by tainting casks of wine that were bound for the homes of the cabal members . . . and many other clients in the city of Selgaunt.

If someone amuses him—even a foe trying to do him ill—Hurluu will regard the source of amusement as delightful entertainment, to be goaded or even aided, so that the "jester" might survive to entertain him in the future. On the other hand, he has casually murdered folk who get in his way, and he takes glee in framing passing adventurers for his misdeeds.

Others of Renown

Several other Abyssal traders have made wide reputations for themselves in the areas where they operate.

Laraethra Arankuil (Lar-*ay*-thra Arr-*an*-kwil) is a small, raven-haired, terse (and seemingly human female of wide education) merchant who trades discreetly in upper rooms in Westgate, Saerloon, and Urmlaspyr.[6] She has been observed to take on bat shape to escape by air from attackers. Arankuil primarily deals in demon eyeballs, droth, and rust-banish, often paying in gems. She accepts all forms of payment, including city property and ship cargoes.

Theregos Balakhwood (*Thair*-eh-goes Baal-*lack*-wud) is a long-gray-haired, heavyset man of demonstrated strength who has large hands, a coldly even temper, and a smile like a shark. Either he has the natural ability to sprout tentacles that can wield weapons, lift and move heavy items, and fight for him, or else he wears (across his belly) some sort of magic item or carried creature that can sprout such tentacles, more than a score at a time and reaching up to a dozen feet away. He wears a small arsenal of sheathed and scabbarded piercing and edged weapons (notably darts and poniards) that seem to be coated with substances that cause sleep, blurred vision, loss of strength or control over limbs, and other maladies in victims struck by them.

Balakhwood travels to cities all over the Heartlands and the Sword Coast, selling droth, moonhoney, lots of quelaerel, and casks of Stonesulder wine and firegullet wine (which is Stonesulder mixed with the blood of certain demons and with red wines from across the Realms, to yield a "peppery" and filling hearty wine). He accepts coin, new weapons, and sometimes "too hot to handle locally" stolen goods by way of payment, and he seldom stays anywhere in the Realms for long.

Gaskil Salanter (*Gass*-keel Sah-*lann*-tur) is a drawling, decadent-seeming handsome male who dresses and acts like a bored Cormyrean noble. He has a prodigious capacity for strong drink (remaining apparently unaffected after imbibing massive amounts), and he either has an innate resistance to many poisons or sleep-inducing substances, or he doses himself with the means to resist such perils before his every public appearance in the Realms.

He travels and trades widely, always surrounded by well-armed bodyguards and even better (but more covertly) armed servants, including an ever-present "advisor" that is really a member of the Hlarryd (Huh-*larr*-id) charged with watching over Salanter's activities.

The Hlarryd is a cabal of fewer than a dozen illithids who use magic to disguise themselves as humans. They control the portal known as The Way of Hlar (see below), and as payment for its use demand a human with "an interesting mind" per passage (of any amount of traders and cargo).

Salanter is interested in building contacts among courtiers, rulers, and nobles who are in debt or need, and then becoming useful to such people. He buys new weapons, farm and city properties, mansions and castles, and sells lots of droth and Stonesulder wine, and a little moonhoney and quelaerel. In lieu of other payment, he often accepts suitably intelligent and lively humans to give to the Hlarryd.

Nornora Thelbrynd (Nor-*nor*-ah *Thel*-brind) is a fiery-tempered, scheming woman and weretiger, who serves the "fallen" noble family of Mallyth as their trading agent.[7] She loves negotiations and danger and chases and brawls, and she is not above seducing humans of either gender to seal a deal or gain an ally. She prefers to work alone, and she wears several useful magic items to make up for often being outnumbered in trade negotiations. Most often found somewhere along the overland trade routes between Waterdeep and Sembia, she trades in small, portable amounts of all "demonic treasures," including all the currently popular goods described herein.

Abyssal Tradeways

The portals and demongates used by Abyssal traders (to travel between the Realms and various layers of the Abyss) tend to be dark secrets, but a few of them—thanks to the activities of the traders described here—are becoming known. All are guarded by guilds or powerful wizards or noble families, and they are located in buildings that those guards control, often in cellars or hidden rooms.

Some of these tradeways remain largely mysterious, their locations implied rather than known. These include one near Westgate and others within the walls of Selgaunt, Saerloon, and Suzail.

More can be said at present of two Abyssal portals.

Oroch's Stride bears the name of a human merchant whose dealings with the Abyss ended badly for him. For years Oroch controlled this portal, in the cellar of a nondescript building in northeastern Scornubel, that links the Realms with the Abyssal city of Morglon-Daar. It is currently controlled by Tarnrose, a renegade female drow wizard, and her gang, who deal fairly with all users that pay proper passage fees (66 gp per transit of any number of traders, wagons, and goods using the gate while a sandglass runs[8]).

The Way of Hlar is somewhere in the upper floors of a palatial spired building in Athkatla. It links the Realms to the city of Zelatar in Azzagrat (specifically with the neighborhood of Gallenghast).

It is controlled by the Hlarryd cabal of mind flayers, who "taste" the thoughts and memories of an ever-growing collection of humans whom they try not to kill or drain to mindlessness, but rather to savor for decades. Their best-known contact in Athkatla is the mind flayer who poses as Ontias Zround (*Awn*-tee-az Zur-*oond*), a darkly handsome, sophisticated young male collector of expensive curios.

Notes

1. The term "food-slaves" refers to live human captives being delivered to Abyssal buyers to be devoured; but in fact a wide range of creatures, from oxen to beavers and even rats, are prized as delicacies by various Abyssal inhabitants.

2. These are two layers of the three ruled by the demon lord Graz'zt, collectively known as Azzagrat. Rauwend is an endless and largely wild wood, gray, gloomy, subdued, and forgettable; Voorz'zt is the place where cold is hot and vice versa (flames glow blue and deal cold damage, and frigid gales burn), a dark skyscape lit by a dim cerulean sun. Elminster says these are by no means the only layers of the Abyss where certain rocks have "rustbanish" effects if brought to the Realms—but the others will have to be found by exploration and experimentation, whereas these two layers are known sources.

3. Sages are furiously debating the efficacy of droth in combating this or that disease; Elminster says it seems that droth's effects vary widely from individual to individual and affliction to affliction, but a "substantial" dose tends to slow or halt the harm a disease does for 1d12 days.

4. Moonhoney doesn't melt in sunlight, even when it's left to bake on a rock or shield in the desert. Actual flame (or certain of the strongest acids) is required to reduce it to a foul, unpleasant liquid.

5. Stonesulder wine has an acidic "tang" or edge to its taste that clears the throat and has been described as "sweet fresh fruit crushed and squeezed to jet juices down one's gullet" (by the "Sage of the Table" and gourmand Halitz Marlel of Athkatla).

6. An "upper rooms" trader is someone who meets a buyer in a place owned by another merchant or even a noble or local official or ruler. The host of the meeting quietly contacts possible buyers about the trader's impending visit (often in the middle of one night, but sometimes after a certain time on two successive nights) and provides security. Upper rooms traders usual deal in gems, magic items, drugs, and other rare, valuable, and potentially dangerous wares.

7. The House of Mallyth was ennobled some centuries back in Tethyr, but the family members were soon stripped of their status because of their grasping ways. (They sold their influence when they were given titles or authority, bought and sold land and ships with much use of duress and blackmail, and also "sold" royal lands, buildings, and permits they had no right to dispose of.) The Mallyths promptly decamped to Westgate, Turmish, Scornubel, and Sembia, and they went right on clawing wealth into their laps by any means. Trading in "demonic treasures" seemed like a great sideline to them, as long as they could find an agent to do the dangerous work, and just collect a percentage—so that's what they did.

8. Here, "sandglass" refers to the Scornubrian "sandglass" or miniature hourglass, whose contents take two seconds longer than two minutes to entirely run through. This time measure is used locally as a delimiter for such purposes as making moves in games or choices in certain guild negotiations, chasing and catching live food animals in a pen, and even selecting partners in some contests or festhalls.

About the Author

Ed Greenwood is the man who unleashed the Forgotten Realms® setting on an unsuspecting world. He works in libraries, plus he writes fantasy, science fiction, horror, mystery, and romance stories (sometimes all in the same novel), but he is happiest when churning out Realmslore, Realmslore, and more Realmslore. He still has a few rooms in his house in which he has space left to pile up papers.

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